

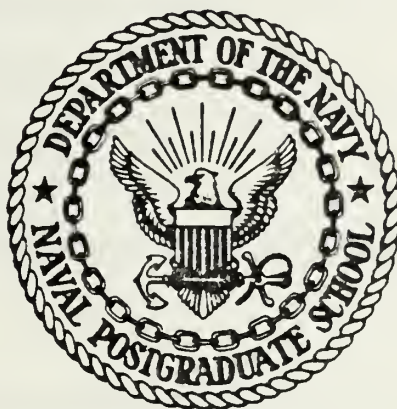
NON-NUMERICAL APPLICATIONS OF COMPUTER  
PROGRAMMING IN THE CONSTRUCTION OF  
PROBLEM ORIENTED LANGUAGES

Lawrence Bruce Elliott

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## Monterey, California



# THESIS

NON-NUMERICAL APPLICATIONS OF COMPUTER  
PROGRAMMING IN THE CONSTRUCTION OF  
PROBLEM ORIENTED LANGUAGES

by

Lawrence Bruce Elliott

December 1979

Thesis Advisor:

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Non-Numerical Applications  
of Computer Programming in the  
Construction of Problem Oriented Languages

by

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Submitted in partial fulfillment of the requirements for the  
degree of

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MECHANICAL ENGINEER

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## ABSTRACT

A discussion of several non-numerical techniques that are useful in FORTRAN programming is presented. The use of these techniques is then illustrated with a problem oriented language called CAL-NPS. This last program is a derivation of a code named CAL written by Professor E. L. Wilson of the University of California, Berkeley, California.



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## I. INTRODUCTION

In writing Problem Oriented Computer Languages several non numerical applications of computer programming must be mastered and the literature about such activities is nearly nil for the FORTRAN language. It is to these problems that this work addresses itself. The professional programmer would probably elect to write these codes in machine language but the user who only knows FORTRAN cannot afford time to learn the various machine languages in use today. All of the features discussed below are programmable in FORTRAN and illustrations are given in each use.

The CAL language is then used to illustrate how these features are incorporated in a problem oriented language. The CAL program was developed by Professor Edward L. Wilson of the University of California, Berkeley, California, for Structural Mechanics and Structural Engineering.

CAL combines matrix manipulation routines with direct stiffness computation options to produce a program for the automated analysis of structures. CAL also has significant capabilities as an instructional tool in linear algebra.

In order to use any structural analysis program it is necessary to idealize the structure into a series of joints connected by structural members. The joints are commonly referred to as nodal points and the structural members as elements. The program input consists of:

- a) nodal point locations;
- b) information on how nodes are connected;
- c) boundary conditions that are applied to the nodes;
- d) properties of the elements;
- e) the loading to be analyzed.

The program output, at a minimum, consists of nodal point





deflection values and normally includes nodal forces and/or element stress values. CAL breaks this procedure down into a series of simple steps under the control of the user. It was designed to execute rapidly on small problems, so students can quickly see results of an analysis. There are options which allow the user to debug data without printing previously obtained results. Looping operations are also available. This allows a user to program iterative numerical algorithms, greatly expanding the usefulness of the program. In this version, CAL will solve problems with about 50 degrees of freedom (DOF).

The primary aim of the thesis work presented here was to modify CAL for use on the IBM 360/67 computer at the Naval Postgraduate School (NPS). The NPS version of CAL has both interactive and batch operating modes, and is nearly machine independent.

Most of this thesis effort was not involved in the numerical procedures used for calculations, but rather in the non-numerical areas of data input and processing. For this reason, numerical procedures will not be discussed. Subsequent chapters will provide:

- a) a substantive discussion of some non-numerical techniques useful in writing scientific programs such as CAL;

- b) a discussion of the internal organization of CAL-NPS;

- c) instructions for the implementation of CAL on a different computer.

The appendices contain a listing of the FORTRAN code and an Instruction Manual for CAL-NPS.

Modifications to the program were carefully made to avoid changes in the instruction manual written by Professor Wilson. Ten commands have been added and three commands



have been extended for more flexibility in the interactive use of the program. The original instruction manual has been modified to reflect these changes and is reproduced in Appendix B. The author gratefully acknowledges Professor Wilson's permission to use the manual.

The non-numerical techniques discussed in Chapter II are this author's effort to explain how several state-of-the-art programming techniques work. It is hoped that readers will find this section beneficial in their own programming efforts. The CAL organization discussed in Chapter III is an excellent outline for general scientific programs. Additionally, Chapter III provides details for writing user supplied subroutines. For readers who are interested only in how to use CAL, Chapter II and IV may be omitted.



## II. NON-NUMERICAL TECHNIQUES IN FORTRAN

Chapter II is used to discuss FORTRAN programming techniques for writing general scientific programs. The reader is assumed to have some familiarity with the FORTRAN language and computer programming (i.e., completed CS2700 FORTRAN Programming or equivalent at NPS). After introductory remarks on the attributes of a scientific program, dynamic dimensioning is discussed in Section A, free and object time formats are discussed in Section B, data management is discussed in Section C, and finally, looping is discussed in Section D. The terms will be defined as encountered in these sections.

A general purpose program for the computer solution of a class of scientific problems should be simple to use, flexible and reliable. This requires a program that:

- a) is modular, i.e., sections of program may be deleted, inserted or modified with ease;

- b) has numerical methods that are stable and accurate for the type of problem encountered;

- c) may require the user to have a knowledge of numerical methods necessary for the selection of the appropriate solution technique or boundary conditions but does not require knowledge of computer programming beyond the ability to prepare the input data for a program, initiate execution of a program, and create data files;

- d) is not limited by array sizes in dimension or common statements;

- e) permits iteration, i.e., the repeated execution of a user selected sequence of operations;

- f) requires a minimum of central processor time and internal computer memory space (core) for execution;





A very useful method for meeting these requirements is to structure the program around the use of a problem oriented language. Such a language consists of a set of mnemonics representing each possible step in the general solution of the problem.

A mnemonic is a word that serves as a memory aid to identify some thing or some action. In FORTRAN, the mnemonic COS is used to represent the process of computing the cosine of an angle. All mnemonics can be thought of as representing a function subprogram, which can be very complex. The use of mnemonics to represent various operations in the formulation and solution of a particular problem is a very attractive method of writing a program for the general solution of a class of scientific problems. This technique promotes modularity and greatly simplifies use of the program. The mnemonic used for a particular operation or computation should be representative of the operation. For instance, a programmer might select the mnemonic SOLVE for the operation of computing the vector  $x$  from the matrix equation  $Ax = B$  where  $A$  and  $B$  are known. The mnemonic identifying a particular operation together with a list of arguments necessary for the computation is read from one data card. This card is followed by a series of data cards to provide data, not currently in core storage, for computation. The ability to enter the information in free format or to allow object time format specification dramatically reduces the work required to use the program.

References (1), (2), and (3) provide examples of problem oriented language programming. Apart from these few examples, there is very little written on the non-numerical techniques needed to write a program for the general solution of a scientific problem using a problem oriented





language for the solution. References (4) and (5) are useful exceptions and provide some very valuable information. The numerical techniques for execution time array dimensioning, execution time and free format, data management and the automated repetition of a user selected sequence of instructions will now be discussed in some detail.

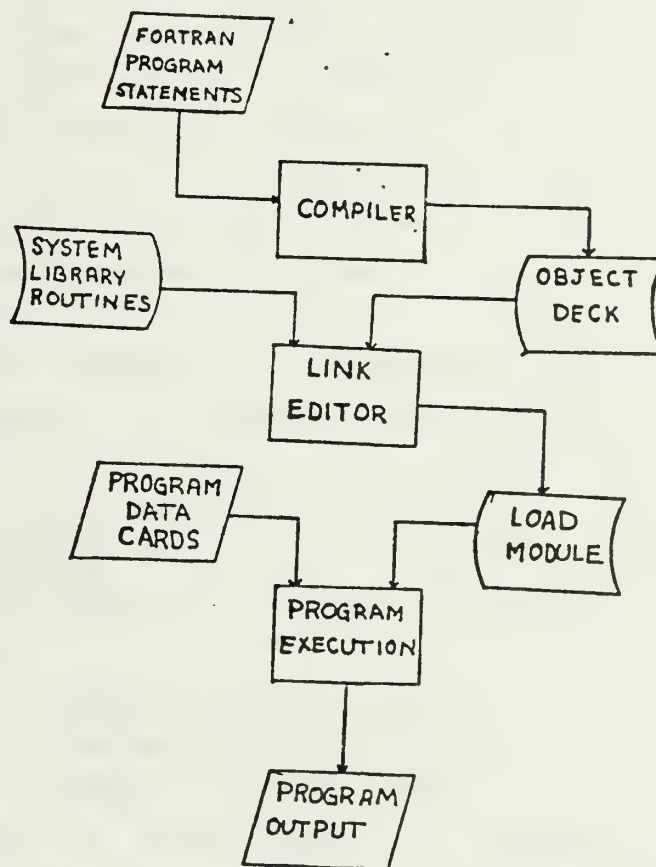
#### A. DYNAMIC DIMENSIONING

In classical programming, array storage is reserved either in common or in dimension statements. Either way, the dimensions are usually set to the largest values envisioned for the type of problem under solution. When small or medium sized problems are solved, a considerable amount of core space is reserved but not used. Avoiding the wasted space normally requires re-doing the dimension and/or common statements in the entire program and then re-compiling the whole program.

Compilation is the first step in preparing a program for execution. In the compile step, the FORTRAN statements are interpreted to produce a set of machine language instructions, called an object deck, that the computer is capable of following. The next step is to link-edit the object deck. The link-editor collects all of the machine language instructions needed to read data, write, and evaluate functions called by the program; puts them in logical order with the object deck; and prepares an index to locate various sections of the program. The output from the link-editor is called the load module. The final step is the actual execution of the program. This is called the go step and consists of storing the load module in core then executing the instructions in sequence. Figure 1



demonstrates this process graphically. Usually it is possible to use a compiler that will optimize the machine language code to minimize the run time for a program in execution. Optimizing compilers take more time and require more core space to compile than do non-optimizing compilers. It is possible to compile and link-edit a program then store the load module on a mass storage device (magnetic tape or disk). This always results in saving central processor (CPU) time for subsequent program runs and can result in a significant reduction of the amount of core required.



Program Processing

FIGURE 1



The alternative to the classical style of programming is dynamic dimensioning. In order to understand the concept of dynamic dimensioning, it is necessary to have some appreciation for how a computer handles a common statement. Inside the computer, the common statement will cause the reservation of sufficient bytes of memory to store listed variables. A byte is a segment of a computer word which can contain either one alpha (hollerith) character or about two decimal digits. If the same common requires a different number of bytes in different subroutines, the largest requirement will be the one reserved. Any type of variable may occupy the reserved storage as long as the address of the starting byte of the variable is consistent with the type of variable. Different types of variables frequently have a different number of bytes in a word. For instance, a complex variable will normally have twice as many bytes per word as a real variable. To illustrate this point, consider a program where all variable names beginning with A are double precision (8 bytes), all variable names beginning with Z are complex double precision (16 bytes), and variables beginning with N are integers (4 bytes). The named common EXAMPLE might be listed as follows in different subroutines:

```
COMMON /EXAMPLE/ N(12)           (1)
COMMON /EXAMPLE/ A(3,2)          (2)
COMMON /EXAMPLE/ Z(3)             (3)
```

In each case the same number of bytes of storage are reserved (48) but the common has a significantly different type of variable! Introductory FORTRAN courses normally teach the student that a particular common should always be an exact duplicate each time it appears in the program



without much other discussion of the uses of common statements. The example lines above contrast sharply with this cautious style but can prove very useful in actual problem solving. Table 1 gives the address of the starting byte for each variable in EXAMPLE.

BYTE	VARIABLES
1	N(1), A(1, 1), Z(1)
5	N(2)
9	N(3), A(2, 1)
13	N(4)
17	N(5), A(3, 1), Z(2)
21	N(6)
25	N(7), A(1, 2)
29	N(8)
33	N(9), A(2, 2), Z(3)
37	N(10)
41	N(11), A(3, 2)
45	N(12)

Byte Addresses for Variables

TABLE 1

Note that N(3), A(2,1) and the imaginary portion of Z(1) all have the same byte as their starting address. Additionally, 48 bytes would have been reserved even if the array dimension of both (2) and (3) had been set at one since (1) still requires 48 bytes. One more feature of importance is that A(2,1), A(1,2) and A(3,2) contain the same information as the corresponding imaginary portions of the Z vector. This fact is quite useful in programming with complex variables.

The common EXAMPLE above demonstrates how a computer stores a two dimensional array but amplification may prove helpful. The right most subscript in a multiply dimensioned array is always the one that increases slowest as the array is going into computer storage. The address in memory of an element of a linear array is computed much faster than the address of an element from an array with multiple







subscripts. The address of the element  $A(I,J)$  of a two dimensional array can be computed in a corresponding linear array as follows:

$$L = ((J-1)*NR + I - 1)*IPR + 1 \quad (4)$$

where

NR is the number of rows in the matrix

IPR is the ratio of bytes per word of the matrix to bytes per word of the linear array.

For example, compute the index in N of  $A(3,2)$  from the common EXAMPLE:

here  $I=3$ ,  $NR=3$ ,  $J=2$  and  $IPR = 8/4 = 2$

$$L = ((2-1)*3 + 3 - 1)*2 + 1 = 11$$

Compare this answer with the results in table 1.

Dynamic dimensioning is a process that utilizes the computer's ability to store different types of variables in the same common array. Array storage is reserved in blank common with a large, one-dimensional, integer array (hereafter called the main array) for all subscripted variables needed for a particular computation step. This is normally done in a very short main program. Problem size can be controlled by the dimension of the main array in the main program. The dimension of the main array in all subroutines is set at 1 and never changed. Typically, to change a problem size, two cards of a six card main program need to be altered. See figure 2 for an example. The main program needs to be compiled, but there is no need to use an optimizing compiler. The remainder of the program can be in



a load module on a mass storage device.

```
C-----MAIN PROGRAM
COMMON MAX,L(6000)
MAX = 6000
CALL DRIVER
STOP
END
C-----SUBPROGRAM TO CONTROL EXECUTION
SUBROUTINE DRIVER
COMMON MAX,L(1)
.
.
CALL COMPUTE(L(N1),L(N2),...,N3,N4)
.
.
RETURN
END
C-----SUBROUTINE FOR COMPUTATION
SUBROUTINE COMPUTE(A,B,...,NROW,ICOL)
DIMENSION A(NROW,1),B(1)
.
.
RETURN
END
```

Dynamic Dimensioning Sample Program

FIGURE 2

The main program calls a subprogram which controls execution, reserves storage in the main array for subscripted variables, and provides the address of array arguments in the main array to the computation subroutines. This subprogram must also ensure that there is sufficient room in the main array before a subscripted variable is allowed to be stored. Boundary misalignment occurs if the type of variable being stored requires more than one integer word for storage, and the starting address of the subscripted variable in the main array is not an address that is compatible with allowable addresses for the variable being stored. Some compilers automatically correct for



boundary alignment but often this is accomplished with a considerable penalty in the time required for execution. Consider, for example, that a real double precision variable on an IBM 360 computer requires two integer words for storage. A boundary misalignment will occur unless the double precision variable is at an odd integer word address counting from the first integer word in blank common. In figure 2, MAX is the first integer word and L(1) is the second word in blank common. L(2) is, therefore, the first address available for the storage of the double precision element. L(2) and L(3) are required for the storage of one double precision number. If the double precision variable started in L(1), it would be out of proper alignment for this type of variable. A simple way to compute a proper starting address is:

$$N1 = NSIZE + MOD( NVAR + NSIZE , IPR ) + 1$$

where

N1 is the starting address to be computed.

NVAR is the number of integer words used by the variables in blank common preceeding the main array, L.

NSIZE is the number of words in the main array that have been used.

IPR is the number of integer words required to store the variable being processed.

MOD(I,J) is an ANSI standard function which returns the remainder from ( I / J ).

A method to keep track of the starting addresses for subscripted variables will be discussed later. The amount of storage available may be compared with the amount required for storage of a subscripted variable as follows:

$$LEFT = MAX - ( N1 + NEL * IPR ) + 1$$

where

LEFT is the number of integer words remaining.



MAX is the number of integer words in the main array.

N1 is the starting address in the main array for the variable.

NEL is the number of elements in the variable. Note that when blanks are left between the end of an array and the start of the next array to compensate for boundary alignment, NEL of the leading array is effectively changed.

IPR is the number of integer words required per element.

Positive steps must be taken to prevent LEFT from becoming negative. One method to compute the number of words that have been used in the main array is

$$NSIZE = MAX - LEFT$$

where all variables are used as defined above.

Figure 2 is an example of some programming necessary to implement the dynamic dimensioning concept. The variable MAX and the dimension of the L array must have the same value in the main program. Outside the main program, the L array needs only to be dimensioned one since adequate storage is already reserved. In the control subprogram, N1 and N2 are used to provide starting addresses for subscripted variables to the computation subroutine. N3 and N4 are used to provide array dimensions. The dimension statement in the computation subroutines can use variables for array subscripts. Linear arrays and the final subscript of multiply subscripted arrays need only be set to one as shown in figure 2.







## B. FREE AND OBJECT TIME FORMATS

Recall that in classical programming, data entered into the computer must be entered exactly in accordance with the format statement that has been compiled with the program. For instance, suppose that the coordinates and a reference number are required for a point in 3-space in format(3F15.5,I10). Figure 3 is the data card required for the point (1.0,-1.0,1.0) assigned reference number 3. Note that if the 3 is not in card column 55, the reference number assigned to the point will be wrong. When the input device is a terminal, the probability of making an error on entering data with this type of fixed format is high. Errors in entering data frequently require the user to restart the program and re-enter all the data to correct a small mistake.

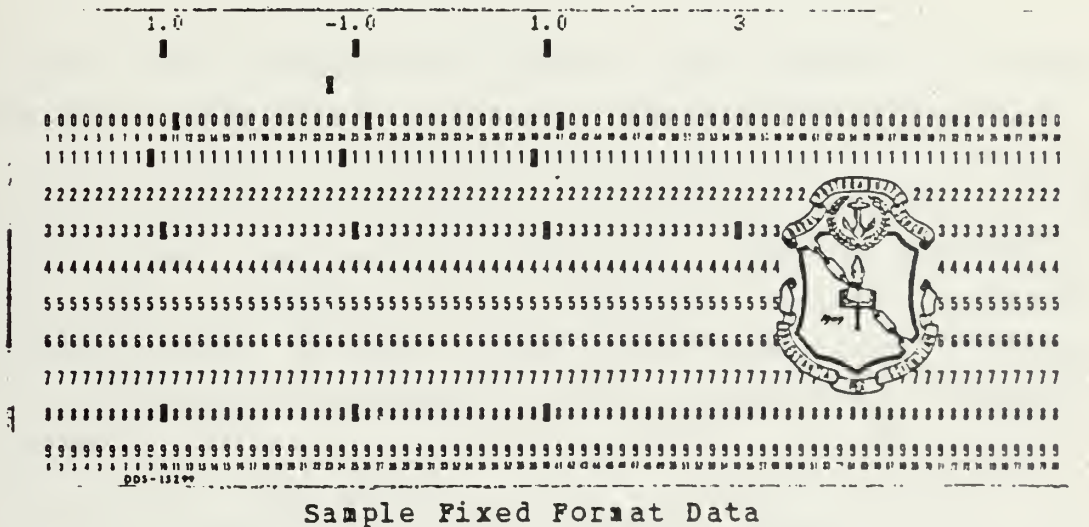


FIGURE 3

Object time format (also called variable format) permits the user to enter the format for subsequent input or output operations as a part of the data deck at the time the



program enters execution. This means that it is possible to read an array prepared in (F10.0) format and an array prepared in (5E15.7) format without changing the format statement and recompiling the program.

Object time formatting is accomplished by reading a card containing the format for the data to follow, then reading or writing the data as specified in the format. A sample of the required programming to read data is:

```
      DIMENSION FOR(20),A(3), ...  
      .  
      .  
100  READ(5,200) FOR  
200  FORMAT(20A4)  
300  READ(5,FOR) (A(I),I=1,3),J  
      .  
      .
```

Statement 100 represents an ordinary read command in FORTRAN according to the format statement numbered 200. This format statement causes 80 columns of hollerith data to be read (4 columns each into 20 variables). Statement 300 causes 4 real numbers to be read into the vector A. However, instead of being read according to a numbered format statement contained in the program, these numbers are read according to the information contained in the variable FOR. FOR might contain:

```
(3F4.0,I1)
```

causing the coordinates of the point discussed above to be read as the vector A in format (3F4.0) and the reference number to be read as the integer J in format (I1). Figure 4 shows the cards required to enter the point and reference



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an end of field symbol and a blank ( ) as the end of record symbol.

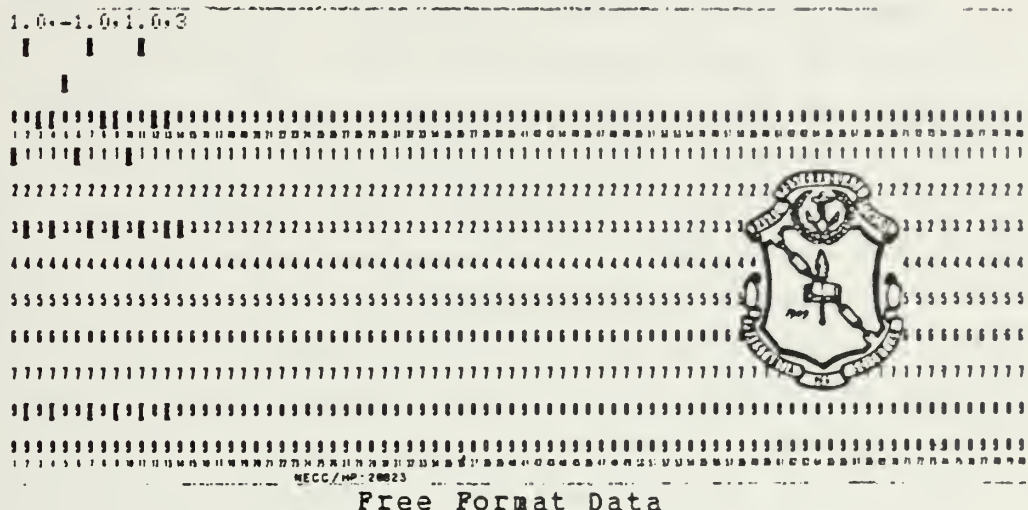


FIGURE 5

The first step of programming free-format input is to read the data card into an array called the card-image array. The data card must be read in format (80A1) so that the Jth element of the card-image array represents the character in column J of the data card. It is important to note that the value stored in the computer for a digit read as a hollerith character is different from the value stored for the same digit read as a number. The card-image array is then processed element by element to form the input variables. These input variables may be integers, real numbers or character strings, however, the variables must still be in the order expected by the program. If the expected input is a data card containing a step name and matrix argument list, a card containing real numbers will cause an error. Free format input allows the program and not the system error handling routine to determine appropriate corrective action.





The first step in processing an element of the card-image array is to identify the character stored in the element. How precise the identification must be depends on the application. The character being used as an end of field symbol and the character being used as an end of record must always be identified precisely. If, for instance, the expected data is a step name and matrix argument list, then the programmer might choose to identify all alphabetic characters as one type of symbol, all digits as a second type of symbol and all characters not otherwise identified as a third type of symbol. However, if the expected data contains a real number that may or may not have an exponent the choice of characters might be; 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, +, ., D, E, and others. The variable NSYM will be used to indicate the type of character.

The history of the processing is important in deciding what to do with a character. For instance, in the assembling of the real number 1.21, there are two types of character, digits and a decimal point. If the character encountered is a digit, the proper assembly action depends on whether the decimal point has occurred. If the decimal point has not occurred, the number being assembled must be multiplied by 10 and then the digit added to the number. On the other hand, if the decimal point has occurred, the digit must be divided by 10 then added to the number being assembled. The power of 10, N, is a counter representing the number of places to the right of the decimal this digit belongs. The variable IACT will be used to indicate the appropriate assembly action.

In addition to integral and fractional digits, a number may carry an algebraic sign and/or a sign in the exponent. The sign may occur at the beginning of the number or at the start of the exponent, however, a sign encountered elsewhere



will definitely be an error. It follows that for the assembly process of real numbers, the program performs one of the following operations: (a) sign identification, (b) integral digit assembly, (c) decimal point identification, (d) fractional digit assembly, and (e) exponent assembly. These processes are referred to as states. If the state is integral digit assembly and the character encountered is a sign, then obviously an error has occurred. On the other hand, if the character encountered is a decimal point, then there is no error but the state for the next operation needs to be changed to fractional digit assembly. A variable named ISTATE is introduced to indicate which one of the above operations the program last performed. Now, continuing with the assembly of a real number, the variable ISTATE may be assigned as follows:

ISTATE	Processing:
1	at the beginning of a Field.
2	after the beginning but before the decimal point.
3	after the decimal point.
4	after the exponent sign.
5	after an error has occurred in the field.

Again, for different applications, the programmer may define other states as needed.

The next step in processing a character from the card-image array is two-fold. The proper action to assemble the variable must be executed. This, of course, is given by the value of IACT. Also, if required, the state must be changed. A single integer can be used to represent both the next state and the assembly action required. For example, the information contained in ISTATE and IACT can be combined into a single variable, IPROC, by:



$$IPROC = IACT * 100 + ISTATE$$

The information can be separated by:

$$IACT = IPROC / 100$$

and

$$ISTATE = MOD(IPROC, 100)$$

A matrix can be assembled that has the row index defined by ISTATE and the column index defined by NSYM. If an element of this matrix represents IPROC for the ISTATE and NSYM that define the element, then this matrix is an efficient method of programming the assembly task. The matrix so constructed is called the Symbol-State Matrix. Reference (4) contains further discussion of Symbol-State matrices and their uses.

For illustration, consider the problem of reading a real linear array of length NEL. For simplicity, elements of the array may not have exponents. The state is identified as:

ISTATE	Processing:
1	at the beginning of the field.
2	before the decimal point.
3	after the decimal point.
4	after an error.

The steps that need to be programmed are:

a) Initialize the storage array, the symbol-state matrix, a hollerith translation table and the array pointers. A hollerith translation table is a vector that contains the hollerith character indicated by NSYM in the element with the index NSYM.

b) Read a card in A1 format into a temporary integer array.

c) Initialize the card column pointer called ICARD, the program state identifier (ISTATE), and the fractional digit counter called NCOUNT.





d) Identify the character occupying the ICARD column of the card-image array (NSYM) from the hollerith translation table.

e) Using NSYM and the current ISTATE as indices for entry in the Symbol-State matrix, called ISST, obtain IPROC (IPROC = ISST(ISTATE, NSYM)). From IPROC, compute IACT and the new ISTATE.

f) Carry out the appropriate assembly action based on the value of IACT as follows:

- 1) Set a flag indicating the number is negative.
- 2) Assemble the digit into the integral part of the number ( $X = 10.0 * X + \text{DIGIT}$ ).
- 3) Assemble the digit into the fractional part of the number ( $X = X + \text{DIGIT}/(10.0**\text{NCOUNT})$ ), and step the fractional digit counter (NCOUNT).
- 4) Print an error message. An action to compensate for the error may be included here.
- 5) Store the element in the storage array. If the array is filled, return; otherwise, reset NCOUNT and continue. If the symbol causing this action is EOR, reset ICARD and continue at step B.

Note that a plus sign or decimal point changes the state of the program but does not require an assembly action. After the assembly action above is complete, proceed to step 6.

6) Increment ICARD and test for the logical end of record. If ICARD is greater than the record length, reset ICARD, execute step f.5 and continue at step b. If ICARD is





less than or equal to the record length, continue at step d.

SYMBOL STATE	COLUMN	DIGIT	+	-	.	EOP	EOR	OTHERS
	ROW	1	2	3	4	5	6	7
BOP/BOB	1	202	602	102	602	501	501	404
DIGIT BEFORE DECIMAL	2	202	404	404	603	501	501	404
DIGIT AFTER DECIMAL	3	303	404	404	404	501	501	404
ERROR	4	604	604	604	604	601	601	604

SYMBOL - STATE TABLE

TABLE 2

Table 2 is a Symbol-State matrix that the programmer might use to accomplish the variable assembly described above. The table presumes that the action to compensate for an error is to set the element equal to 0.0 (or some other value) and execute step 5. Action 7 is assumed to be the same as 5 except it allows for differentiating between an end of record symbol and an end of file symbol with a test



on the value of IACT. This table does not indicate an error if there is no decimal point. Instead, the decimal point is assumed after the last digit of the field. Additions to the Symbol-State Table or modifications to the logic are not difficult once the concept is understood.

Now consider the problem of assembling a character string, for instance, as a matrix name. If there are 4 bytes per integer word, then one element of the card-image array may contain:

'S'	bl	bl	bl
-----	----	----	----

where "bl" represents the blank character. The byte containing the hollerith character S from the card-image array must be moved into the appropriate byte of the character string variable being assembled. This is not a trivial problem. ANSI FORTRAN does not support byte manipulation. Major computer manufacturers have added features to their FORTRAN which allow byte manipulation for string assembly. CDC allows for byte manipulation with MASK and SHIFT operations. In IBM FORTRAN the job can be done with a subroutine as follows:

```

      SUBROUTINE SHIFT(A,B,I,J)
      LOGICAL*1 A(1),B(1)
      C-----THIS SUBROUTINE MOVES THE JTH BYTE OF
      C      VARIABLE B INTO THE ITH BYTE OF
      C      VARIABLE A.
      A(I) = B(J)
      RETURN
      END

```

The next update of the ANSI FORTRAN Standard tentatively includes variable word size specification with a "CHARACTER\*n" declaration, where n is an integer. If the change materializes then the above subroutine will work for any machine by changing LOGICAL\*1 to CHARACTER\*1.



### C. DATA MANAGEMENT

The comments on data management have been restricted to the management of data storage in core. Only one of several alternatives is discussed and the management system presented is not necessarily the most efficient method. It is advocated because it represents a straight forward approach and one does not have to be a computer scientist to implement the procedure.

The problem of in core data management can be reduced to the problem of storing, finding and deleting arrays in the main array mentioned previously. One way of organizing the main array is to store an array directory at the start of each array in the main array. The array directory needs to contain the following information:

- a) The number of elements in the array.
- b) The precision of the array (integer words/element).
- c) A unique identification for the array.
- d) The number of rows and/or the number of columns in the array.

D1	M1	D2	M2	D3	M3
----	----	----	----	----	----

Diagram of Array Storage

The process of reserving storage for an array should:

- a) Ensure adequate space is available in the main array. Processing must be interrupted for resolution of the problem if sufficient room is not available.
- b) Adjust NSIZE to compensate for the additional



array.

c) Create and store the array directory based on information from the calling program.

d) Check boundary alignment and adjust NEL for the previous array if necessary. It is possible to adjust NEL of the current array so that any subsequent array will be on a proper boundary no matter what the precision of the subsequent array. This is a simple solution but does make some available space unavailable.

e) Return the main array address for the first element of the array to the calling program.

Locating an array requires searching the array directories for a match with the identifier of the array. One method of doing this type of matching is:

```
IF (COMP (L (N), II)) GO TO nnn
```

where

N is the address, in the main array, of the first word of the array identifier being tested.

II contains the name to be matched.

nnn is the statement number that is branched to if a match is found.

COMP is a function subprogram defined as follows:

```
FUNCTION COMP (I, J)
  DIMENSION I (3), J (3)
  LOGICAL COMP
  COMP = .FALSE.
  DO 10 K = 1, 3
    IF (I (K) .NE. J (K)) RETURN
  10 CONTINUE
  COMP = .TRUE.
  RETURN
END
```

This example assumes that three integer words are used to contain the array identifier. If the array is found, the main array address of the starting element and the directory information needs to be returned to the calling program. If the array is not found, processing should be interrupted for





resolution of the error.

The motivation for providing a method of deleting arrays is two-fold. If matrices are not stored with unique names, the locating system described above will only find the first array in storage whether or not it is the array needed. By using the delete operation under program (vice user) control, it is possible to ensure each array name is unique at the time it is created. The second reason for having a delete capability is that when an array has served its purpose, deletion under either program or user control allows the storage to be freed for other uses.

It is advantageous to leave all free storage positions at the end of the allocated storage. The simplest way to do this is to identify, in the main array, the address of the first position used by the array to be deleted (N1), and the first element of the next array in storage (N2), then:

```
      N3 = N2 - N1
      DO 10 I = N1, NSIZE
10    L(I) = L(I+N3)
      NSIZE = NSIZE - N3
```

Note that if the directory is stored preceeding the array, then N1 would refer to the first element of the directory. In this case an alternate way of computing N3 is:

$$N3 = NEL * IPR + NDIR$$

There is no reason to interrupt processing for error resolution when an array is not found to be deleted. It is helpful to print a message when an array is actually deleted especially if the DELETE operation is initiated by the program, for instance, to prevent duplicate array names.

The more complicated storage schemes for banded or skyline storage of arrays is also possible with this system. Banded and

Skyline storage schemes make more efficient use of storage by simply not storing many of the matrix elements



that are zero. The skyline storage algorithm is the most storage efficient of the two types. Reference (1) contains a substantive discussion of the skyline storage method, and examples of matrix manipulation subroutines for use with the skyline algorithm. Suffice it here to say that the skyline storage algorithm requires the creation of two vectors. One is a vector of the elements from the matrix that are actually stored. The second vector contains the indices in the first vector of the diagonal elements of the matrix. For this case, it is convenient to use the same directory for both vectors. If there are NEL elements under the skyline, each element takes IPR integer words and there are NR rows in the matrix, then the storage required is

$$N_{DIR} + NR + NEL * IPR$$

a typical block of the main array might look like

DIRECTORY	DIAGONAL ELEMENT INDICES	STORED ELEMENTS
-----------	--------------------------	-----------------

The above presents a straightforward approach to data management in core. It is codeable in ANSI FORTRAN IV by an individual familiar with the basics of the language. It does not require a professional programmer for implementation.

#### D. LOOPING

The capability to repetitively execute a series of instructions (looping) is an important tool in problem solution. Frequently, for non-linear problems, there is no direct method of solution. An iterative scheme is normally employed to solve this type of problem. Brute force iteration is possible with any program by making multiple



runs of the program with suitable alteration to the input data for each run. This is very wasteful of both the user's time and computer time. On the other hand, if looping is possible, the user can program an iteration scheme using the commands available, then place the series of commands in a loop. A relatively simple method of providing a looping capability is to store the commands of the loop as a matrix in the main array. Then, with appropriate pointers, it is possible to execute a series of instructions repetitively from memory, just as if they were coming from the input device. Details of the method of looping used in the program CAL are contained in Chapter III.

A particularly attractive advantage of looping is the ability to iterate for selected eigenvalues of a matrix. This ability permits one to approximate the number of significant digits in the computer solution of a problem as follows:

$$NSD = NDA - ALOG10(EMAX/EMIN)$$

where

NSD is the number of significant digits.

NDA is the number of digits available in the word size.

EMAX is the maximum eigenvalue of the matrix.

EMIN is the minimum eigenvalue.

ALOG10 is the ANSI standard function for the logarithm to the base 10.

This approximation holds for positive, definite, symmetric matrices. Computer results for problems where NSD approaches 0 should be viewed with extreme skepticism.





### III. CAL ORGANIZATION

This chapter provides a general overview of the operation and organization of CAL. It is intended to provide sufficient information to permit users to program subroutines for use in CAL and to operate the CAL system sensibly.

CAL is a modern computer program written in the FORTRAN IV programming language. It was written as a teaching aid for illustrating the direct stiffness method of structural analysis. In addition to extensive linear algebra capabilities, the program provides several analytical alternatives for both static and dynamic analysis of elastic structures.

CAL execution is flexible, controlled by user selection of operations in a logical sequence (not unique) from the operations available in the program. The input data deck is a sequence of modules. The first card of each module contains the name of the requested operation, a list of matrix argument names, and integer parameters used in that operation. Comments may be placed on the card following a blank.

The operation card looks like this:

OPERATION,M1,M2,...,M9,N1,...,N4 COMMENTS

M1 through M9 are matrix argument names. A matrix argument name consists of up to 8 alpha-numeric characters, the first being alphabetical. N1 through N4 are positive integers. An operation card may use from zero through nine matrix arguments and/or from zero through four integers. If required, the operation card is followed by a sequence of data cards containing numerical information used for the step. Some features of the output from CAL are also





controlled by user selectable operations. Details of the operations available and how to execute CAL at NPS are presented in Appendix B.

CAL is logically divided into four segments. The main segment contains the main program and service subroutines used commonly by all other segments. In subsequent descriptions, the main segment will be referred to as CAL. Among other things CAL contains the subroutines to deliver the next operation and the subroutines for data management. The three remaining segments will be referred to as GROUP 1, GROUP 2, and GROUP 3.

GROUP 1 contains subroutines which perform matrix manipulations, i.e., load, print, multiply, etc. GROUP 2 contains subroutines associated with formulation of the static problem and display of the computation results. For example, there are subroutines to:

- a) input nodal geometry;
- b) input boundary conditions;
- c) input loading conditions;
- d) form element stiffness and mass matrices by several different methods;
- e) combine element matrices into global matrices;
- f) display results.

Finally, GROUP 3 contains subroutines associated with dynamic analysis. Two methods of evaluating the second order equations of motion, eigen analysis, and printer plotting routines are available.

Matrix storage in CAL is done dynamically as described in Chapter II. It is not possible to state with precision the maximum problem size. Experience shows that with the default parameters of the NPS version, static analysis problems are limited to approximately 48 degrees of freedom (DOF). Dynamic analysis problem size is controlled by both



the system DOF and the number of displacement vectors to be calculated. For a 25 DOF system, about 100 displacement vectors can be calculated.

All arrays and matrices in CAL are stored in a one dimensional matrix specified in blank common as L(XXXXX). XXXXX represents the total storage reserved for subscripted variables. Each array is preceded by a directory which contains:

- 1) the number of elements in the array (NEL).
- 2) the number of integer words required to store an element (IPR),
- 3) the number of columns in the array,
- 4) the number of rows in the array,
- 5) the first four characters of the matrix name,
- and 6) the last four characters of the matrix name.

An array uses  $(NEL * IPR + 6)$  integer words of storage. Larger problems can be solved by increasing the size of the L array in the main program. The variable MAX must be set to the current dimension of the L array. This data management system is described in Chapter II. CAL uses three subroutines for the data management sub-system. There is a subroutine called LIST which is used to reserve storage for new matrices as they are created. The calling arguments are, in order, NM, NR, NC, IPR, and IERR. NM is an array name assigned by the user. Array names must start with an alphabetic character and contain 1 to 8 alpha-numeric characters.

Since the name, NM, is used only in the directory, there is no reason to conform to FORTRAN name conventions. Thus, names beginning with the characters I through N may be assigned for real matrices with impunity. Call the stiffness matrix K, the mass matrix MASS and the nodal coordinate array NODES. All variables are treated as real,

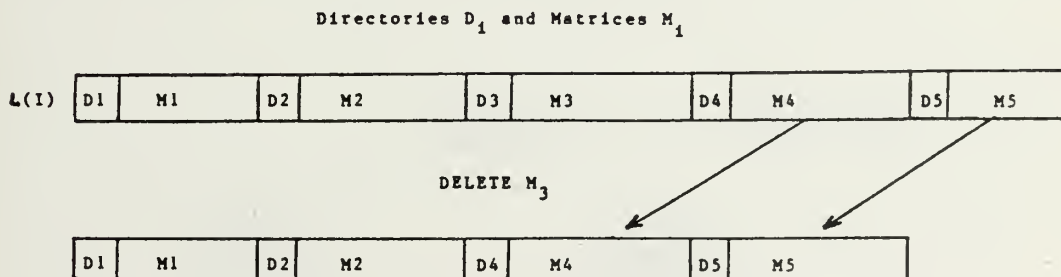


double precision numbers unless clearly specified as integers in the command description.

NR and NC are respectively, the number of rows and the number of columns for the matrix to be stored. IPR is the number of integer words required to store an element. IERR is an error parameter. If IERR is not equal to 1, then an error has occurred during the list operation.

The subroutine LOCATE is used to locate arrays in the L array. The calling arguments are, in order, NM, NA, NR, NC, and IERR. NM, NR, NC, and IERR are used as described above. NA is the index in the L array for the first element of the array. In a subroutine call, L(NA) is used to pass the matrix NM to and from the called subroutine.

The remaining data management subroutine is DELETE. It has a single calling argument. NM is used as discussed previously. DELETE removes the matrix NM from the L array and frees the storage taken by NM at the end of the L array. Figure 7 illustrates this process.



One Dimensional Array Storage

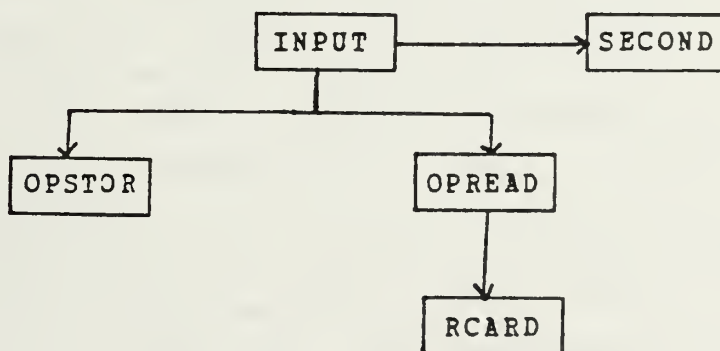
FIGURE 7

Now consider once more the function of the main program





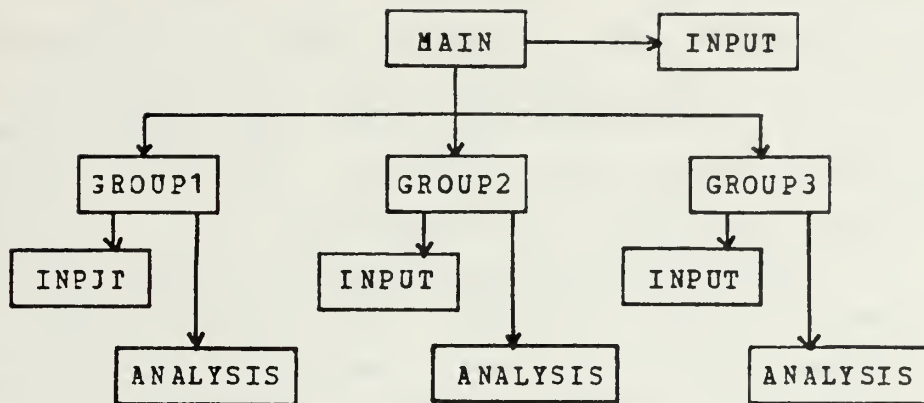
segment CAL. In addition to the data management subroutines described above, the CAL segment contains four subroutines used to deliver the next operation to the calling program segment, and a timing subroutine. The subroutine INPUT determines whether the next operation is part of a loop or a new command from the input device. If the next operation is not part of a loop, INPUT calls the subroutine OPREAD. In turn, OPREAD calls the subroutine RCARD to read and interpret the free format information of the next command. Free format data input is discussed in Chapter II. If the command initiates looping, then OPREAD calls RCARD until all operations in the loop have been read. As operations are received by OPREAD, this subroutine stores them row-wise in the L array. After the last operation of the loop has been read, OPREAD calls LIST to prepare the directory. INPUT calls OPSTOR to provide each command in sequence from the loop matrix in the L array until the loop operations are complete. The subroutine SECOND is called by INPUT to determine the amount of time used in each computation step. A block diagram of the connections is:



A block diagram of the total system follows:







From this example, it is apparant that the program is organized so that only one group at a time needs to be resident in the core with CAL during execution. Thus, an overlay structure can be used which permits CAL to operate in a very small computer system.

Although CAL can operate in a small (64K) computer system, a mass storage device (magnetic tape or disk) must be available both to store program overlays and for use as a scratch pad during structural analysis operations. Element stiffness and mass matrices are written out on a mass storage device as they are created, then read back into the computer memory as needed for assembly into the global matrices. This method minimizes the amount of storage required in the core. Space is required to store the matrices only an element at a time, no matter how many elements are used.

The NPS version of CAL also contains commands which permit a user to stop execution before the end of a problem then resume at a later time. The operations also use a mass storage device to read or write the contents of the L array and certain other parameters.

One of the features of CAL which makes it so flexible is the availability of looping. Loops can be nested up to



five deep. Loops are initiated by the LOOP command and terminated by the NEXT command. For operations within a loop which require data, the data cards must appear in proper sequence, but after the last NEXT card of the loop. An example is shown with the loop command description in Appendix B. A skip command is available which allows selective skipping of operations within a loop.

A second feature of CAL which gives it really great flexibility is that user coded subroutines can be called under program control. GROUP 1 contains two operation names reserved for user coded subroutines. These names are USERA and USERB. A user coded subroutine might be used, for instance, to compute equivalent nodal forces for a distributed load.

Two subroutines are needed for a user operation. The actual numerical operation is coded normally in a subroutine with any name not already used in the CAL program. A buffer subroutine must then be written to interface the numerical computation with the CAL data management system. To illustrate the technique of interface, consider the familiar example of matrix multiplication (already available in CAL). Symbolically the problem is to compute C where  $C = A * B$ . The basic algorithm for matrix multiplication is

$$C(I,J) = A(I,K) * B(K,J)$$

A subroutine for the job might be:

```

SUBROUTINE MULTIPLY(A,B,C,NRA,NCA,NCB)
DIMENSION A(NRA,NCA),B(NCA,NCB),C(NRA,NCB)
DO 20 I=1,NRA
DO 20 J=1,NCB
X = 0.0
DO 10 K=1,NCA
10 X = X + A(I,K)*B(K,J)
20 C(I,J) = X

```



RETURN

END

The operation card might be selected as:

USERA,M1,M2,M3 COMMENTS

where M1, M2, and M3 are respectively the matrix argument names for the dummy arguments A, B, and C. The recommended steps to be programmed in the buffer subroutine named USERA are:

a) locate M1 and M2;

b) ensure the number of columns in A is equal to the number of rows in B;

c) call the DELETE subroutine to ensure that a matrix with the same name as M3 does not already exist in storage;

d) call LIST to reserve storage for M3;

e) test IERR to ensure that no errors have occurred in the above steps;

and f) call subroutine MULTIPLY to complete the operation;

At the minimum, steps a, d, and f must be programmed. Here is a possible subroutine to meet the requirement.

SUBROUTINE USERA(IERR)

COMMON MAX,NDP,L(1)

COMMON /CARD/ INHOL(3,10),N(4)

CALL LOCATE(INHOL(1,2),IA,NRA,NCA,IERR)

CALL LOCATE(INHOL(1,3),IB,NRB,NCB,IERR)

IF(NRA.NE.NCA) IERR= 2

CALL DELETE(INHOL(1,4))

CALL LIST(INHOL(1,4),NRA,NCB,NDP,IERR)

CALL LOCATE(INHOL(1,4),IC,NRA,NCB,IERR)

IF(IERR.NE.1) RETURN

CALL MULTIPLY(L(IA),L(IB),L(IC),NRA,NCA,NCB)

RETURN



END

LOCATE, LIST, and DELETE are used as described previously. Blank common appears so that USERA has access to the L array and the parameter NDP. The variable NDP is initialized at 2, the number of integer words required to store a double precision variable. The named common CARD is initialized by RCARD or OPSTOR. The INHOL array contains the operation name and the matrix argument names. Each name is stored columnwise, i.e., column 1 has the operation name (USERA in this case), column 2 has the name of the matrix argument M1, etc. Row 1 elements have the first four characters, and row 2 elements contain the remaining four characters of the respective argument. Row 3 is not used in the NPS version of CAL. In the first call to subroutine LOCATE, INHOL(1,2) provides the name assigned by the user to matrix argument M1. On return from LOCATE, IA will be the index in the L array of the first element of M1. IB and IC respectively provide the same information for M2 and M3. Other variables are used as discussed previously.

Now, generalizing the procedure of the above example, the user must program two subroutines to define a user operation for CAL. One subroutine performs the operation, and the second acts as a buffer between CAL and the operation. Two names are available, USERA and USERB, for the buffer subroutine. Both have a single passing argument, the parameter IERR. The program assumes an error has occurred when IERR takes on a value other than 1. The buffer subroutine must:

- a) locate matrix arguments designated for the operation,
- b) reserve storage for arrays created by the operation,
- c) pass the elements of the L array for the matrix





parameters used in the operation.

In addition, it is recommended that the buffer subroutine:

- a) ensure that the matrix arguments to be used are compatible with the operation, i.e., square, symmetrical, etc.

- b) call delete with names of matrices to be created prior to reserving storage. This will prevent matrices with duplicate names.

- c) test IERR to ensure no error has occurred prior to calling the operation subroutine.

The operation subroutine can be coded with normal FORTRAN techniques.

In this chapter, the internal organization of CAL has been described, along with several important features of the program. Most of the non-numerical procedures described in the preceeding chapter are illustrated in CAL. This chapter has highlighted the flexibility of CAL and provided an example to assist users in coding their own operations to be executed by CAL.



#### IV. IMPLEMENTING CAL ON A DIFFERENT COMPUTER

In this chapter, the procedure to convert CAL for use on a different computer system is discussed. The NPS version of CAL has been organized to minimize the difficulty associated with implementing the program on a new computer. There remains, however, some things that are machine dependent.

The following information is required for the new system.

a) How many characters can be stored in one integer word?

b) How many integer words does it take to store a real variable? For structural analysis, a real variable should contain at least 12 significant figures.

c) What method can be used to manipulate bytes?

d) How is elapsed CPU time computed?

The answers to the above questions determine the complexity of the conversion task.

##### A. IBM FORTRAN STATEMENTS

There are a few statements in this version of CAL solely in the IBM FORTRAN Language. The statement "IMPLICIT REAL\*8(A-H,O-Z)" makes all real variables double precision. This statement appears in almost every subroutine. It should be replaced by an appropriate statement when using another computer. The calls to ERRSET suppress printout of error messages. These statements appear together in subroutine CAL1 and must be removed. They do not need to be replaced. The call to SETIME in the main program should be removed for use on non-IBM machines.



## B. TIME COMPUTATION

There is no standard method of computing elapsed CPU time. The subroutine SECOND must be rewritten to compute elapsed CPU time in seconds for the new system. The library of subroutines for the computer system should have a suitable routine.

## C. BYTE MANIPULATION

As previously mentioned, there is no standard way to shift bytes in a variable. The subroutine MOVEB will work if one byte logical variables are available. If this is not the case, than MOVEB must be rewritten using a byte manipulation technique suitable for the computer system.

## D. OPERATION AND MATRIX NAMES

In this version, names are stored four characters to a variable since the IBM 360/67 computer uses four bytes per standard integer word. Names are stored column-wise in vectors of three elements. The parameter NH must be set to the number of elements required for storage of a name on the new system. LBYTE must be set to the number of characters per integer word. NH should be set such that  $NH * LBYTE$  at least 6. Both of the parameters are set in the BLOCK DATA subprogram. Data statements initialize operation names in the BLOCK DATA subroutine and in all three of the GROUP subroutines. All these data statements must be adjusted so that they initialize LBYTE characters per element. Format statements for write commands with output in format A4



should be changed. For the most part the output format wAd should be changed so that w = NH and d = LBYTE. Other uses should be apparent to the programmer.

#### E. BOUNDARY ALIGNMENT

There are three potential areas which may cause boundary alignment problems. NDP is set in the main program to the number of integer words needed to store a real variable. NDIR is the number of integer words used for a matrix directory. The first possible problem area is the relation between NDIR and NDP. If NDIR is not evenly divisible by NDP, add the remainder to the equation for NDIR in the BLOCK DATA Subroutine. The second possible problem area is in the Subroutine LIST. This subroutine contains a test to ensure the number of elements reserved for a single precision array is evenly divisible by NDP. If NDP is more than 2, the test is not valid. A better test would be

IF(NP.EQ.1) I(1) = NR \* NC + MOD(NR\*NC,NDP).

Finally, if NDP is greater than 2, then blank common must be adjusted so that there are NDP integer variables preceeding the L array in the main program and all subroutines where blank common appears.





## V. CONCLUSIONS AND RECOMMENDATIONS

CAL provides a flexible tool for teaching modern structural analysis. The general matrix operations make it useful in the area of linear algebra as well as structural analysis. The use of CAL is highly encouraged.

### A. RECOMMENDED MODIFICATIONS

A graphical display capability should be incorporated in CAL as soon as the equipment becomes available. It would be especially helpful to have a display of the element forces from the FORCE operation. Additionally, incorporation of heat transfer options into the program should be considered. The heat transfer capability would be a valuable tool for students in the department.

### B. OTHER APPLICATIONS

The organization of CAL provides an excellent outline for development of other major analytical programs. The storage scheme can be simply modified to permit matrix storage using the skyline algorithm. Large problems can then be accommodated by incorporating existing algorithms for an out-of-core equation solver.



# APPENDIX A - PROGRAM LISTING

```

C-----MAIN PROGRAM CAPACITY
C      SET PROGRAM CAPACITY
C      COMMON /NDP/ NDP,L(6000)
C      COMMON /ERROR/ NERR,MODE,NTIME
C      MTOI = 6000
C-----NDP IS NUMBER OF COMPUTER WORDS USED BY A REAL VARIABLE.
C      NDP = 2
C
C      CALL SETIME
C
C-----SETIME IS IBM 360 ROUTINE TO INITIALIZE CPU TIMER.
C      CALL CALI
C      STOP
C      END
C
C-----THE CAL PROGRAM IS A COMPUTER ANALYSIS LANGUAGE FOR THE STATIC
C      AND DYNAMIC ANALYSIS OF STRUCTURES. PROBLEM SIZE IS CONTROLLED
C      BY THE DIMENSION IN BLANK COMMON AND THE VARIABLE MTOI.
C-----ALL PROBLEM ARRAYS AND THEIR DIRECTORIES ARE STORED IN BLANK
C      COMMON. STRUCTURAL ANALYSIS OPERATIONS REQUIRE SCRATCH STORAGE.
C-----THE PROGRAM IS SET TO USE FILE FTOIF001 FOR THIS.
C-----PROGRAMMED BY PRP EDWARD L. WILSON, CIVIL ENGINEERING DEPT.,
C      UNIVERSITY OF CALIFORNIA, BERKELEY, CA.
C
C      SUBROUTINE CAL1
C      IMPLICIT REAL*8 (A-H,O-Z)
C      COMMON /PSIZE/ NO,NA,NA,N,SIZE,NSP,NREAD,NWRITE,NH,NDIR
C      COMMON /NAMES/ LOOP(3),NEXT(3),LSKIP(3),LNAME(3),NSTART(3),
C      1 LSTOP(3)
C      COMMON /LOOPD/ LA,IN,INDEX(5),LSTART(5),IJKLN(5),NW
C      COMMON /CARD/ INHOL(3,10),N(1),S1,S2
C      COMMON /ERROR/ NERR,MODE,NTIME
C      LOGICAL COMP
C-----SET INITIAL CONDITIONS
C
C      CALL ERRSET(208,256,-1,1,1)
C      CALL ERRSET(207,256,0,1,1)
C      CALL ERRSET(209,256,0,1,1,216)
C
C-----ERRSET IS ERROR HANDLING ROUTINE FOR IBM 360 MACHINES. THIS
C      CALL SUPPRESSES PRINTOUT OF UNDERFLOW ERROR MESSAGES (LHC208) AND
C      TRACEBACK OF SEVERAL OTHER ERRORS.
C
C      NW=10*NH+4
C      400 LA = 0
C      IN = 0
C      IERR = 1
C      CALL DELETE(LNAME)
C      CALL INPUT(IERR)
C      IF(IERR.NE.1) GO TO 500
C      LAST=1
C      GO TO 110
C-----SEARCH GROUPS OF OPERATIONS FOR INPUT OPERATION
C      100 IF(LAST.EQ.1) GO TO 300
C      110 CALL GROUP1(LAST,IERR)
C      IF(LAST.EQ.2) GO TO 300
C      IF(IERR.NE.1) GO TO 500
C      CALL GROUP2(LAST,IERR)
C      IF(LAST.EQ.3) GO TO 300
C      IF(IERR.NE.1) GO TO 500
C      CALL GROUP3(LAST,IERR)

```

STO000010  
 STO000020  
 STO000030  
 STO000040  
 STO000050  
 STO000060  
 STO000070  
 STO000080  
 STO000090  
 STO000100  
 STO000110  
 STO000120  
 STO000130  
 STO000140  
 STO000150  
 STO000160  
 STO000170  
 STO000180  
 STO000190  
 STO000200  
 STO000210  
 STO000220  
 STO000230  
 STO000240  
 STO000250  
 STO000260  
 STO000270  
 STO000280  
 STO000290  
 STO000300  
 STO000310  
 STO000320  
 STO000330  
 STO000340  
 STO000350  
 STO000360  
 STO000370  
 STO000380  
 STO000390  
 STO000400  
 STO000410  
 STO000420  
 STO000430  
 STO000440  
 STO000450  
 STO000460  
 STO000470  
 STO000480  
 STO000490  
 STO000500  
 STO000510  
 STO000520  
 STO000530  
 STO000540  
 STO000550  
 STO000560  
 STO000570  
 STO000580  
 STO000590  
 STO000600  
 STO000610  
 STO000620  
 STO000630







```

COMMON /ERROR/ NERR,MODE,NTIME
C-----ROUTINE TO COMPUTE ELAPSED CPU TIME IN SECONDS.
C-----THIS ROUTINE WILL HAVE TO BE CHANGED TO WORK ON OTHER MACHINES.
C-----STATEMENTS FOR CP/CHS AT NPS, MONTEREY, CA.
C-----DIMENSION ITIME(6)
C-----CALL IXCLOCK(ITIME)
C-----T = DPLOAT(ITIME(6))/768.0D+2
C-----STANDARD IBM 360 TIMER PROGRAM.
C-----CALL GETTIME(IET)
C-----T = DPLOAT(IET)*2.6D-5
C-----
C-----RETJRN
C-----END
C-----SUBROUTINE MOVEB(A,I,B,J)
C-----
C-----THIS SUBROUTINE MOVES THE JTH BYTE OF VARIABLE B INTO THE
C-----ITH BYTE OF VARIABLE A. IT MAY HAVE TO BE REWRITTEN TO
C-----WORK ON OTHER MACHINES.
C-----
C-----LOGICAL*1 A(1),B(1)
C-----A(I) = B(J)
C-----RETJRN
C-----END
C-----SUBROUTINE INPUT(IERR)
C-----IMPLICIT REAL*8 (A-H,O-Z)
C-----LOGICAL INDIC
C-----COMMON MTOT,NDP,L(1)
C-----COMMON /LOOPD/ LA,LA,INDEX(5),LSTART(5),IJKLM(5),NH
C-----COMMON /PSIZE/ NO,NH,NA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR,INDIC
C-----COMMON /ADIR/ NA,I(10)
C-----COMMON /NAMES/ LOOP(3),NEXT(3),LSKIP(3),LNAME(3)
C-----COMMON /ERROR/ NERR,MODE,NTIME
C-----IF(INDIC)CALL SECOND(TO)
C-----INDIC = .FALSE.
C-----CALL SECOND(T)
100 TD=T-TO
C-----IF(NC.EQ.0 .AND. NTIME.EQ.0)WRITE(NWRITE,2000) TD
C-----TO=T
C-----IF(LA.EQ.0) CALL OPREAD(IERR)
C-----IF(LA.EQ.0 .OR. IERR.NE.1) GO TO 175
C-----CALL FIND(LNAME,IERR)
C-----IF(IERR.NE.1)RETURN
150 CALL CPSTOR(L(NA),NH,IERR)
C-----IF(IERR.NE.1)RETURN
175 IF(LA.EQ.0) GO TO 100
C-----RETJRN
2000 FORMAT(1X,30(1H-),F10.3,8H SECONDS )
C-----END

```

ST001130  
ST001140  
ST001150  
ST001160  
ST001170  
ST001180  
ST001190  
ST001200  
ST001210  
ST001220  
ST001230  
ST001240  
ST001250  
ST001260  
ST001270  
ST001280  
ST001290  
ST001300  
ST001310  
ST001320  
ST001330  
ST001340  
ST001350  
ST001360  
ST001370  
ST001380  
ST001390  
ST001400  
ST001410  
ST001420  
ST001430  
ST001440  
ST001450  
ST001460  
ST001470  
ST001480  
ST001490  
ST001500  
ST001510  
ST001520  
ST001530  
ST001540  
ST001550  
ST001560  
ST001570  
ST001580  
ST001590  
ST001600  
ST001610





```

SUBROUTINE OPREAD(IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON MTOTNDP, L(1)
COMMON /PSIZE/ NO, NARA, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
COMMON /CARD/ INHOL(3,10), NN(4), S1, S2
COMMON /LOOP/ LA, IN, INDEX(5), LSTART(5), IJKLM(5), NW
COMMON /NAMES/ LOOP(3), NEXT(3), LSKIP(3), LNAME(3)
LOCAL COMP
READ AND PRINT ALL INPUT OPERATION CARDS-----
N=NSIZE+NDIR
IN=3
100 CALL RCARD(IERR)
IF(IERR.NE.1) RETURN
IF(COMP(INHOL(1,1), LOOP)) IN=IN+1
IF(IN.EQ.1) AND.(LA.EQ.0) LA=1
IF(LA.EQ.0) RETURN
STORE ALL OPERATIONS WITHIN OUTER LOOP-----
DO 200 J=1,10
DO 200 I=1,NH
L(N)=INHOL(I,J)
200 N=N+1
DO 210 I=1,4
L(N)=NN(I)
210 N=N+1
IF(COMP(INHOL(1,1), NEXT)) IN=IN-1
IF(IN.EQ.0) GO TO 250
LA=LA+1
GO TO 100
C 250 SET NAME AND STORAGE FOR LOOP DATA
CALL LIST(LNAME, NW, LA, NSP, IERR)
IF(IERR.NE.1) RETURN
LA=1
300 IN=3
RETURN
END
SUBROUTINE RCARD(IERR)
C-----RCARD READS AND INTERPRETES AN OPERATION
IMPLICIT REAL*8 (A-H,O-Z)
COMMON MTOTNDP, L(1)
COMMON /PSIZE/ NO, NARA, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
COMMON /CARD/ INHOL(3,10), NN(4), S1, S2
COMMON /RECON/ IN(80), INBCT(80), IFAB(5,4), NUM(10), LBYTE
DATA IBLANK/2H, /IALPHA/2HA, /IULU/2HZ, /ICONMA/2H, /
10 READ OP, M1, M2, M3, M4, N1, N2, N3, N4
IF(NJ.EQ.0) WRITE(NWRITE, 2000) IN
1000 FORMAT(80A1)

```

```

ST001620
ST001630
ST001640
ST001650
ST001660
ST001670
ST001680
ST001690
ST001700
ST001710
ST001720
ST001730
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ST001750
ST001760
ST001770
ST001780
ST001790
ST001800
ST001810
ST001820
ST001830
ST001840
ST001850
ST001860
ST001870
ST001880
ST001890
ST001900
ST001910
ST001920
ST001930
ST001940
ST001950
ST001960
ST001970
ST001980
ST001990
ST002000
ST002010
ST002020
ST002030
ST002040
ST002050
ST002060
ST002070
ST002080
ST002090
ST002100

```



```

2000 FORAT(3H **80A1)
C-----SET INITIAL CONDITIONS
DO 50 J=1,10
DO 50 I=1,NH
50 INHJL(I,J) = IBLANK
60 NN(J) = 0
IER = 0
IEND = 80
IROW = 1
J = 1
II = 1
JNUM = 1
IBYTE = 0
JJ = 1
C-----IDENTIFY CHARACTER INDEX AND STORE IN INDIGT
DO 70 K=1,80
IJ = IN(K)
KTYPE = 400
IF(IJ.EQ.IBLANK) 30 TO 100
DO 70 I=1,10
IF(IJ.NE.NUM(I)) GO TO 70
KTYPE = 100 + I
GO TO 90
70 CONTINUE
IF(IJ.NE.ICOMMA) 30 TO 80
KTYPE = 200
GO TO 90
80 IF(IJ.GE.ALPHA.AND. IJ.LE.IZULU) KTYPE = 300
90 INDIGT(K) = KTYPE
GO TO 120
100 IEND = K - 1
C-----INTERPRET CHARACTER AND TRANSFER TO VARIABLE IN CARD COMMON
120 ICOL = INDIGT(J)/100
ISTAT = ITAB(IROW,ICOL)
SEPARATE ACTION DIGIT FROM STATE DIGIT
IACT = ISTAT/100
IROW = ISTAT - 100*IACT
GO TO (200,300,400,500,700), IACT
C-----HOLLERITH DATA
200 IBYTE = IBYTE + 1
IF(IBYTE.LE.LBYTE) GO TO 210
IBYTE = 1
II = II + 1
210 CALL MOVEB(INHOL(II,JJ),IBYTE,IN(J),1)
GO TO 600
C-----NUMERICAL DATA
300 NNN = MOD(INDIGT(J),10)
NN(JNUM) = 10*NN(JNUM) + NNN

```

```

ST002110
ST002120
ST002130
ST002140
ST002150
ST002160
ST002170
ST002180
ST002190
ST002200
ST002210
ST002220
ST002230
ST002240
ST002250
ST002260
ST002270
ST002280
ST002290
ST002300
ST002310
ST002320
ST002330
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ST002370
ST002380
ST002390
ST002400
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ST002440
ST002450
ST002460
ST002470
ST002480
ST002490
ST002500
ST002510
ST002520
ST002530
ST002540
ST002550
ST002560
ST002570
ST002580
ST002590

```



```

C-----GO TO 600
400  COMM, APTER HOLLERITH DATA
      JJ=JJ+1
      IY=1
      IYIE = 0
      IF(JJ.T.10 .AND. J.LT.IEND .AND. INDIGT(J+1).GT.200) GO TO 700
      GO TO 600
C-----COMM, APTER NUMERICAL DATA
500  JNUM = JNUM + 1
      IF(JNUM.GT.4 .AND. J.LT.IEND) GO TO 700
600  J = J + 1
      IF(J.LE.IEND) GO TO 120
      GO TO 710
700  WRITE(NWRITE,3000)
3000  FORMAT(29H0 INPUT CARD ERROR, RE-ENTER)
710  RETURN
      END
SUBROUTINE OPSIOR(LOOPA,NH,IERR)
      IMPLICIT REAL*8 (A-H,O-Z)
      LOGICAL COMP
      COMMON MTOT,NDP,L(1)
      COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
      COMMON /CARD/ INHOL(3,10),NN(4),S1,S2
      COMMON /LOOPD/ LA,IN,INDEX(5),LSTART(5),IJKLM(5)
      COMMON /ADIR/ NAR,IT(10)
      COMMON /NAMES/ LOOP(3),NEXT(3),LSKIP(3),LNAME(3)
      DIMENSION LOOPA(NH,1)
      DATA IBLANK/4H
      IF(LA.NE.1) GO TO 50
      DO 40 I=1,5
40    IJKLM(I)=6
      IF(NO.EQ.0) WRITE(NWRITE,2001)
C-----TRANSFER OPERATION FROM STORAGE TO CARD COMMON -----
50    I=1
      DO 100 J=1,10
      DO 100 K=1,NH
      INHOL(K,J)=LOOPA(I,LA)
100    I=I+1
      DO 110 J=1,4
      NN(J)=LOOPA(I,LA)
110    I=I+1
      LA=LA+1
      IF(NO.EQ.0) WRITE(NWRITE,2000) ((INHOL(I,J),I=1,NH),J=1,10)
1    IF(IJKLM(I).I=1,IN)
      IF(=CMP{INHOL(1,1),LSKIP}) GO TO 200
      IF(=CMP{INHOL(1,1),LOOP}) GO TO 300
      IF(=CMP{INHOL(1,1),NEXT}) GO TO 400
      RETURN

```

```

ST002600
ST002610
ST002620
ST002630
ST002640
ST002650
ST002660
ST002670
ST002680
ST002690
ST002700
ST002710
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ST002730
ST002740
ST002750
ST002760
ST002770
ST002780
ST002790
ST002800
ST002810
ST002820
ST002830
ST002840
ST002850
ST002860
ST002870
ST002880
ST002890
ST002900
ST002910
ST002920
ST002930
ST002940
ST002950
ST002960
ST002970
ST002980
ST002990
ST003000
ST003010
ST003020
ST003030
ST003040
ST003050
ST003060
ST003070
ST003080

```





```

C-----SKI? OPERATION- CHECK SIGN AND INCREMENT COUNTER-----
200 CALL PIND (INHOL (1,2), IERR)
   IF (IERR .NE. 1) RETURN
250 CALL MOVE (L (NA), S1, NDP)
   IF (J .EQ. 0) WRITE (NWRITE, 2002) (INHOL (J,2), J=1, NH), S1, NN (1)
   IF (S1 .LT. 0.0D0) LA=LA+NN (1)
   GO TO 50
C-----LOOP OPERATION- SET INDEX LIMIT FOR LOOP -----
300 IN=IN+1
   INDEX (IN)=NN (1)
   IJKLM (IN)=1
   LSTART (IN)=LA
   GO TO 50
C-----NEXT OPERATION- INCREMENT INDEX AND CHECK FOR LAST OPERATION----
400 INDEX (IN)=INDEX (IN)+1
   IJKLM (IN)=IJKLM (IN)+1
   IF (NJ .EQ. 0) WRITE (NWRITE, 2003) IN
   IF (INHOL (1,2) .EQ. 1BLANK) GO TO 450
   CALL PIND (INHOL (1,2), IERR)
   IF (IERR .NE. 1) RETURN
410 CALL MOVE (L (NA), S1, NDP)
   IF (NJ .EQ. 0) WRITE (NWRITE, 2002) (INHOL (I,2), I=1, NH), S1
   IF (S1 .LT. 0.0D0) INDEX (IN)=0
450 IF (INDEX (IN) .NE. 0) LA=LSTART (IN)
   IF (INDEX (IN) .EQ. 0) IJKLM (IN)=0
   IF (INDEX (IN) .EQ. 0) IN=IN-1
   IF (IN .EQ. 0) GO TO 500
   GO TO 50
C-----DELETE ARRAY OF OPERATIONS WITHIN LOOPS-----
500 LA=J
   CALL DELETE (LNAME)
   RETURN
2000 FORMAT (5H ** 2044,/, 1H , I5, 3H=L1, I5, 3H=L2, I5, 3H=L3, I5, 3H=L4, I5, 3
1H=L5)
2001 FORMAT (28H0 START OF LOOPING OPERATIONS )
2002 FORMAT (1X, 2A4, 3H = E15.7, 17H IF NEGATIVE SKIP I5)
2003 FORMAT (25H LAST OPERATION IN LOOP L , I1/1H0)
   END
   SUBROUTINE ERCOM (IERR)
   IMPLICIT REAL*8 (A-H, D-Z)
   COMMON /LOOPD/ LA
   COMMON /ERROR/ NERR, MODE, NTIME
   WRITE (NERR, 2000)
   IF (LA .GE. 1) WRITE (NERR, 3000)
   IERR = 2
   RETURN
2000 FORMAT (24H0 MATRICES NOT COMPATIBLE )
3000 FORMAT (39H0**WARNING LOOP OPERATIONS CANCELLED**)
   END

```

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ST003090
ST003100
ST003110
ST003120
ST003130
ST003140
ST003150
ST003160
ST003170
ST003180
ST003190
ST003200
ST003210
ST003220
ST003230
ST003240
ST003250
ST003260
ST003270
ST003280
ST003290
ST003300
ST003310
ST003320
ST003330
ST003340
ST003350
ST003360
ST003370
ST003380
ST003390
ST003400
ST003410
ST003420
ST003430
ST003440
ST003450
ST003460
ST003470
ST003480
ST003490
ST003500
ST003510
ST003520
ST003530
ST003540
ST003550
ST003560
ST003570

```



```

SUBROUTINE MOVE(I1,JJ,N)
IMPLICIT REAL*8 (A-H,O-Z)
DIMENSION I1(3),JJ(3)
DO 100 I=1,N
  JJ(I)=I1(I)
RETN
END
FUNCTION COMP(I,J)
IMPLICIT REAL*8 (A-H,O-Z)
DIMENSION I1(3),J(3)
LOGICAL COMP
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMP=.FALSE.
DO 100 K=1,NH
  IF(I(K).NE.J(K)) RETURN
COMP=.TRUE.
RETN
END
SUBROUTINE LIST(I1,NR,NC,NP,IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON MTOT,NDP,L(1)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /ADIR/ NAR(10)
COMMON /ERROR/ NERR,MODE,NTIME
DIMENSION I1(3),IBLANK(3)
LOGICAL COMP
DATA IBLANK/3*4H
IF(COMP(I1,IBLANK)) GO TO 150
IF(NR.LT.1).OR.NC.LT.1)GO TO 150
IF(ND.EQ.0).WRITE(NWRITE,2001) NR,NC
NEL = NR*NC
I(1) = NR*NC
IF(NP.EQ.1).AND. MOD(NR*NC,NDP).EQ.1) I(1) = NR*NC+1
I(2) = NP
I(3) = NC
I(4) = NR
CALL MOVE(I1,I(5),NH)
CHECK CAPACITY OF L ARRAY
NN=I(1)*I(2)+NDIR
IF(NN.LT.MTOT-NSIZE) GO TO 50
NX=NSIZE+NN
WRITE(NERR,2000)MTOT,NX
IERR = 2
399 RETN
C-----SET DIRECTORY AND RESERVE STORAGE FOR NEW ARRAY-----
DO 100 N=1,NDIR
  IN=NSIZE-1+N
  100 L(IN)=I(N)

```

```

STO03580
STO03590
STO03600
STO03610
STO03620
STO03630
STO03640
STO03650
STO03660
STO03670
STO03680
STO03690
STO03700
STO03710
STO03720
STO03730
STO03740
STO03750
STO03760
STO03770
STO03780
STO03790
STO03800
STO03810
STO03820
STO03830
STO03840
STO03850
STO03860
STO03870
STO03880
STO03890
STO03900
STO03910
STO03920
STO03930
STO03940
STO03950
STO03960
STO03970
STO03980
STO03990
STO04000
STO04010
STO04020
STO04030
STO04040
STO04050
STO04060

```



```

150      NA=NSIZE+NDIR
      NARA=NARA+1
      NSIZE=NSIZE+NN
      RETJRN
      WRITE(NERR,2002)II
      IERR=2
      RETURN
2000  FORMAT (19H0STORAGE EXCEEDED-- I5,11H RESERVED-- I5,9H REQUIRED)
2001  FORMAT (15,6H ROWS I5,8H COLUMNS )
2002  FORMAT (11H0 MATRIX $,3A4,25H$ ARGUMENT ERROR. REPEAT )
      END
      SUBROUTINE FIND(II,IERR)
      IMPLICIT REAL*8 (A-H,O-Z)
      COMMON MTDNDP,L(1)
      COMMON /PSIZE/NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
      COMMON /ADIR/NA,I(10)
      COMMON /ERROR/NERR,MODE,NTIME
      DIMENSION II(3)
      LOGICAL COMP
      LOCATE ARRAY AND ITS DIRECTORY-- NA=0 IF ARRAY II- IS NOT FOUND
      N=1
      NA=J
      IF(N.EQ.NSIZE) GO TO 400
      IF(.COMP(II,L(N+4))) GO TO 200
      N=N+L(N)+L(N+1)+NDIR
      GO TO 100
C----- COMPUTE ADDRESS AND TRANSFER DIRECTORY
      200 DO 300 K=1,NDIR
      H=N+K-1
      300 I(K)=L(M)
      NA=I+1
      RETJRN
      400 WRITE(NERR,2000) (II(J),J=1,NH)
      999 RETURN
      2000  FORMAT ( 7H0ARRAY$ 2A4,23H$NOT PREVIOUSLY DEPINED )
      END
      SUBROUTINE DELETE(II)
      IMPLICIT REAL*8 (A-H,O-Z)
      COMMON MTDNDP,L(1)
      COMMON /PSIZE/NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
      COMMON /ADIR/NA,I(10)
      DIMENSION II(3)
      LOGICAL COMP
      LOCATE ARRAY TO BE DELETED
      N=1
      NA=J
      10  IF(.COMP(II,L(N+4))) GO TO 20

```

ST004070  
ST004080  
ST004090  
ST004100  
ST004110  
ST004120  
ST004130  
ST004140  
ST004150  
ST004160  
ST004170  
ST004180  
ST004190  
ST004200  
ST004210  
ST004220  
ST004230  
ST004240  
ST004250  
ST004260  
ST004270  
ST004280  
ST004290  
ST004300  
ST004310  
ST004320  
ST004330  
ST004340  
ST004350  
ST004360  
ST004370  
ST004380  
ST004390  
ST004400  
ST004410  
ST004420  
ST004430  
ST004440  
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ST004470  
ST004480  
ST004490  
ST004500  
ST004510  
ST004520  
ST004530  
ST004540  
ST004550









ST005050  
ST005060  
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ST005080  
ST005090  
ST005100  
ST005110  
ST005120  
ST005130  
ST005140  
ST005150  
ST005160  
ST005170  
ST005180  
ST005190  
ST005200  
ST005210  
ST005220  
ST005230  
ST005240  
ST005250  
ST005260  
ST005270  
ST005280  
ST005290  
ST005300  
ST005310  
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ST005330  
ST005340  
ST005350  
ST005360  
ST005370  
ST005380  
ST005390  
ST005400  
ST005410  
ST005420  
ST005430  
ST005440  
ST005450  
ST005460  
ST005470  
ST005480  
ST005490  
ST005500  
ST005510  
ST005520  
ST005530

DATA IOP(1,20), IOP(2,20), IOP(3,20), /4HUSER,4HB, 4H  
DATA IOP(1,21), IOP(2,21), IOP(3,21), /4HMAX,4H, 4H  
DATA IOP(1,22), IOP(2,22), IOP(3,22), /4HNORM,4H, 4H  
DATA IOP(1,23), IOP(2,23), IOP(3,23), /4HPROD,4H, 4H  
DATA IOP(1,24), IOP(2,24), IOP(3,24), /4HDUPS,4HM, 4H  
DATA IOP(1,25), IOP(2,25), IOP(3,25), /4HSTOS,4HM, 4H  
DATA IOP(1,26), IOP(2,26), IOP(3,26), /4HDUPD,4HG, 4H  
DATA IOP(1,27), IOP(2,27), IOP(3,27), /4HSTOD,4HG, 4H  
DATA IOP(1,28), IOP(2,28), IOP(3,28), /4HLABE,4HL, 4H  
DATA IOP(1,29), IOP(2,29), IOP(3,29), /4HREAD,4H, 4H  
DATA IOP(1,30), IOP(2,30), IOP(3,30), /4HWRI,4H, 4H  
DATA IOP(1,31), IOP(2,31), IOP(3,31), /4HTIME,4H, 4H  
DATA IOP(1,32), IOP(2,32), IOP(3,32), /4HSAVE,4H, 4H  
DATA IOP(1,33), IOP(2,33), IOP(3,33), /4HRESU,4HME, 4H  
DATA IOP(1,34), IOP(2,34), IOP(3,34), /4HLIST,4H, 4H  
NUMCP=34

GO TO 175  
C---- REA) OPERATION FROM CARD OR STORAGE ----  
100 IF (IERR.GT.1) RETURN  
CALL INPUT(IERR)  
C---- IF (IERR.GT.1) RETURN  
175 INTERPRET OPERATION ----  
DO 200 J=1,NUMOP  
N=J

200 IF (CONP(INHOL(1,1), IOP(1,J))) GO TO 300

CONTINUE  
C---- EXECUTE APPROPRIATE OPERATION ----  
300 LAST=1  
GO TO (1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,  
1 23,24,25,26,27,28,29,30,31,32,33,34),N  
1 NARL=0  
NSIZE=1  
NO=J  
WRITE(NWRITE,2000)  
GO TO 100  
2 CALL LOAD (IERR)  
GO TO 100  
3 IF (N1.GT.0) CALL LABEL(N1)  
GO TO 100  
4 CALL ZERO (IERR)  
GO TO 100  
5 CALL DELETE (INHOL(1,2))  
GO TO 100  
6 CALL DUP (IERR)  
GO TO 100  
7 CALL ADD(1.DO,IERR)  
GO TO 100



```

8 CALL ADD(-1.DO,IERR)
9 GO TO 100
10 NO=1
10 NO=J
10 GO TO 100
11 IP(NRP.GT.1)END FILE NT
12 CALL MUL (IERR)
13 GO TO 100
13 CALL TRAN(IERR)
13 GO TO 100
14 CALL MOP(1,IERR)
14 GO TO 100
15 CALL MOP(2,IERR)
15 GO TO 100
16 CALL MOP(3,IERR)
16 GO TO 100
17 CALL MOP(4,IERR)
17 GO TO 100
18 CALL SYMSV(IERR)
18 GO TO 100
19 CALL USRA(IERR)
19 GO TO 100
20 CALL USERB(IERR)
20 GO TO 100
21 CALL MOP(5,IERR)
21 GO TO 100
22 CALL MOP(6,IERR)
22 GO TO 100
23 CALL MOP(7,IERR)
23 GO TO 100
24 CALL SMOP(1,IERR)
24 GO TO 100
25 CALL SMOP(2,IERR)
25 GO TO 100
26 CALL DGOP(1,IERR)
26 GO TO 100
27 CALL DGOP(2,IERR)
27 GO TO 100
28 IF(N1.GT.0) CALL LABEL(N1)
28 GO TO 100
29 IF(MODE.NE. 1) NREAD=N1
29 IF(MODE.EQ. 1) WRITE(NERR,2001)
30 GO TO 100
30 IF(MODE.NE. 1) NWRITE=N1
30 IF(MODE.EQ. 1) WRITE(NERR,2001)
31 GO TO 100
31 NTIME = 1 - NTIME

```

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ST005540
ST005550
ST005560
ST005570
ST005580
ST005590
ST005600
ST005610
ST005620
ST005630
ST005640
ST005650
ST005660
ST005670
ST005680
ST005690
ST005700
ST005710
ST005720
ST005730
ST005740
ST005750
ST005760
ST005770
ST005780
ST005790
ST005800
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ST005840
ST005850
ST005860
ST005870
ST005880
ST005890
ST005900
ST005910
ST005920
ST005930
ST005940
ST005950
ST005960
ST005970
ST005980
ST005990
ST006000
ST006010
ST006020

```



```

GO TO 100
32 CALL SAVE (NARA,NSIZE,L,MTOT,1)
   WRITE (NWRITE,2005) NARA,NSIZE,MTOT
   J=1
GO TO 400
33 CALL SAVE (NARA,NSIZE,L,MTOT,2)
   J=1
34 WRITE (NWRITE,2003) NARA,NSIZE,MTOT
   IF (J.EQ.NSIZE) GO TO 100
400 K=J+4
      KJ=J+NH+3
      WRITE (NWRITE,2004) (L(KK),KK=X,KJ),L(J+3),L(J+2)
      J=J+L(J)*L(J+1)+NDIR
      GO TO 400
2000 FORMAT (1H1)
2001 FORMAT (22H0 COMMAND NOT EXECUTED)
2003 FORMAT (11H0 THERE ARE 14 19H ARRAYS IN STORAGE.,17,RESERVED.)
2004 FORMAT (8H STORAGE POSITIONS HAVE BEEN USED OF 17 10H ROWS AND 16 9H COLUMNS.)
2005 FORMAT (11H0 14 47H ARRAYS HAVE BEEN SAVED. THESE ARRAYS OCCUPIED,
1 17,25H STORAGE POSITIONS OF THE,17,20H POSITIONS RESERVED.)
END
SUBROUTINE SAVE (I,J,K,L,M)
COMMON /PSAVE/ NUHNP,NEQ,NPROP,NUMEL,NTRUSS,NT,NSAVE
COMMON /STR/ ST(9,16),XM(16),S(16,16),ND,NS,NRP,LH(16)
DIMENSION K(L)
REWIND NSAVE
GO TO (1,2),M
1  WRITE (NSAVE) I,J,NUHNP,NEQ,NPROP,NUMEL,NTRUSS,NRP,K
   END FILE NSAVE
RETURN
2  READ (NSAVE) I,J,NUHNP,NEQ,NPROP,NUMEL,NTRUSS,NRP,K
   RETJRN
END
SUBROUTINE LOAD (IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON HTOI,NDP,L(1)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /CARD/ INHOL(3,10),N1,N2,N3,N4,S1,S2
COMMON /ADIR/ NA,I(10)
CALL DELETE(INHOL(1,2),N1,N2,NDP,IERR)
CALL LIST(INHOL(1,2),N1,N2,NDP,IERR)
IF (IERR.GT.1) RETURN
CALL RLOAD(L(NA),N1,N2,N3)
100 RETURN
999
END
SUBROUTINE RLOAD (A,NR,NC,N3)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR

```



```

COMMON /TEMP/ FOR (40)
DIMENSION A(NR,1)
IF (V3.NE.0) GO TO 100
READ(NREAD,1000) ((A(I,J),J=1,NC),I=1,NR)
RETURN
100 READ(NREAD,1001) FOR
READ(NREAD,FOR) ((A(I,J),J=1,NC),I=1,NR)
RETURN
1000 FORMAT (8F10.0)
1001 FORMAT (40A2)
END
SUBROUTINE PRINT(IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /CARD/ INHOL(3,10),N1,N2,N3,N4,51,52
COMMON /ADIR/ NA I(10)
CALL PIND(INHOL(1,1),IERR)
IF(IERR.GT.1) RETURN
NR=1(4)
100 CALL RPRT(L(NA),NR,I(3),N2)
999 RETURN
END
SUBROUTINE RPRT(A,NR,NC,N2)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /PSIZE/ NJ,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
DIMENSION A(NR,1)
IF (V2.LT.1.OR.N2.GT.8) N2=8
DO 100 I=1,NC,N2
WRITE(NWRITE,2002)
IH=MINO(I+K2-1,NC)
WRITE(NWRITE,2000) (K,K=I,IH)
DO 100 J=1,N2
WRITE(NWRITE,2001) (J,(A(J,K),K=I,IH))
100 RETURN
2000 FORMAT (1H,5X,8(I8,7X))
2001 FORMAT (1H,15,8(1P,15,7),)
2002 FORMAT (1H0)
END
SUBROUTINE LABEL(N1)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /TEMP/ II(40)
DO 100 I=1,N1
READ(NREAD,1000) II
IF (N3.EQ.0) WRITE(NWRITE,1000) II
100 CONTINUE
RETURN
1000 FORMAT (40A2)

```

STO06520  
 STO06530  
 STO06540  
 STO06550  
 STO06560  
 STO06570  
 STO06580  
 STO06590  
 STO06600  
 STO06610  
 STO06620  
 STO06630  
 STO06640  
 STO06650  
 STO06660  
 STO06670  
 STO06680  
 STO06690  
 STO06700  
 STO06710  
 STO06720  
 STO06730  
 STO06740  
 STO06750  
 STO06760  
 STO06770  
 STO06780  
 STO06790  
 STO06800  
 STO06810  
 STO06820  
 STO06830  
 STO06840  
 STO06850  
 STO06860  
 STO06870  
 STO06880  
 STO06890  
 STO06900  
 STO06910  
 STO06920  
 STO06930  
 STO06940  
 STO06950  
 STO06960  
 STO06970  
 STO06980  
 STO06990  
 STO07000





```

END
SUBROUTINE ZERO(IERR)
IMPLICIT REAL*8 (A-H, O-Z)
COMMON /PSIZE/ NO, NBAR, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
COMMON /CARD/ INHOL(3, 10), N1, N2, N3, N4, S1, S2
COMMON /ADIR/ NA, I(10)
S1=N3
S2=N4
CALL DELETE(INHOL(1, 2))
CALL LIST(INHOL(1, 2), N1, N2, NDP, IERR)
IF(IERR.GT. 1) RETURN
100 CALL ZEROS(L(NA))
999 RETURN
END
SUBROUTINE ZEROS(A)
IMPLICIT REAL*8 (A-H, O-Z)
COMMON /CARD/ INHOL(3, 10), N1, N2, N3, N4, S1, S2
DIMENSION A(1)
NEL=N1*N2
DO 100 II = 1, NEL
  A(II) = S2
  L=1
  NN = MINO (N1, N2)
  DO 200 JJ = 1, NN
    A(L) = S1
    L = L + N1 + 1
  200 RETURN
END
SUBROUTINE DUP(IERR)
IMPLICIT REAL*8 (A-H, O-Z)
COMMON /PSIZE/ NO, NBAR, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
COMMON /CARD/ INHOL(3, 10), N1, N2, N3, N4, S1, S2
COMMON /ADIR/ NA, I(10)
CALL DELETE(INHOL(1, 3))
CALL FIND (INHOL(1, 2), IERR)
IF(IERR.GT. 1) RETURN
100 NR=I(4)
  NC=I(3)
  NB=NA
CALL LIST(INHOL(1, 3), NR, NC, NDP, IERR)
IF(IERR.GT. 1) RETURN
NEL = NR*NC
CAL. DUPL(L(NB), L(NA), NEL)
200 RETURN
999 RETURN
END
SUBROUTINE DUPL(A, B, NEL)
IMPLICIT REAL*8 (A-H, O-Z)

```

```

ST007010
ST007020
ST007030
ST007040
ST007050
ST007060
ST007070
ST007080
ST007090
ST007100
ST007110
ST007120
ST007130
ST007140
ST007150
ST007160
ST007170
ST007180
ST007190
ST007200
ST007210
ST007220
ST007230
ST007240
ST007250
ST007260
ST007270
ST007280
ST007290
ST007300
ST007310
ST007320
ST007330
ST007340
ST007350
ST007360
ST007370
ST007380
ST007390
ST007400
ST007410
ST007420
ST007430
ST007440
ST007450
ST007460
ST007470
ST007480
ST007490

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```

100      DIMENSION A(1), B(1)
        DO 100 I=1, NEL
          B(I)=A(I)
        RETURN
      END
      SUBROUTINE DGOP(N, IERR)
        IMPLICIT REAL*8 (A-H, O-Z)
        COMMON /TOTNDP/ L(1)
        COMMON /PSIZE/ NO, NARA, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
        COMMON /CARD/ INHOL(3, 10), N1, N2, N3, N4, S1, S2
        COMMON /ADIR/ NA, I(10)
        C----- SUBROUTINE TO DUPLICATE OR STORE DIAGONAL -----
        IF(N.EQ.1) CALL DELETE(INHOL(1,3))
        CALL PND(INHOL(1,2), IERR)
        IF(IERR.GT. 1) RETURN
        10 N1=I(3)
        IF(I(3).NE.I(4)) CALL ERCOM(IERR)
        IF(IERR.GT. 1) RETURN ERCOM(IERR)
        20 N2=NA
        IF(N.NE.1) GO TO 100
        CALL LIST(INHOL(1,3), 1, N1, NDP, IERR)
        IF(IERR.GT. 1) RETURN
        100 CALL PND(INHOL(1,3), IERR)
        IF(IERR.GT. 1) RETURN
        110 N5=I(3)*I(4)
        IF(N5.NE.N1) CALL ERCOM(IERR)
        IF(IERR.GT. 1) RETURN
        200 N3=NA
        CALL DGOPS(L(N2), L(N3), N1, N)
        999 RETURN
      END
      SUBROUTINE DGOPS(A,B,M,N)
        IMPLICIT REAL*8 (A-H, O-Z)
        DIMENSION A(1), B(1)
        DO 300 I=1, N
          IA = M*(I-1) + I
          GO TO (1,2), N
        1 B(1)=A(IA)
        GO TO 300
        2 A(1)=B(1)
        300 CONTINUE
      RETURN
      END
      SUBROUTINE MOP(N, IERR)
        IMPLICIT REAL*8 (A-H, O-Z)
        COMMON /TOTNDP/ L(1)
        COMMON /PSIZE/ NO, NARA, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
        COMMON /CARD/ INHOL(3, 10), N1, N2, N3, N4, S1, S2
        COMMON /ADIR/ NA, I(10)

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ST007500
ST007510
ST007520
ST007530
ST007540
ST007550
ST007560
ST007570
ST007580
ST007590
ST007600
ST007610
ST007620
ST007630
ST007640
ST007650
ST007660
ST007670
ST007680
ST007690
ST007700
ST007710
ST007720
ST007730
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ST007770
ST007780
ST007790
ST007800
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ST007860
ST007870
ST007880
ST007890
ST007900
ST007910
ST007920
ST007930
ST007940
ST007950
ST007960
ST007970
ST007980

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100 IF(N-3).4) CALL DELETE(INHOL(1,3))
    CALL FIND(INHOL(1,2),IERR)
    IF(IERR.GT.1) RETURN
    NJ=NA
    NC=I(3)
    NR=I(4)
    IF(NR-5) CALL FIND(INHOL(1,3),IERR)
    IF(NR-5) CALL LIST(INHOL(1,3),NR,NDP,IERR)
    IF(NR-6) CALL LIST(INHOL(1,3),1,NC,NDP,IERR)
    IF(NR-7) CALL LIST(INHOL(1,3),1,2,NDP,IERR)
    IF(IERR.GT.1) RETURN
    CALL MOPS(L(N3),L(NA),NR,NC,N,N1)
    RETURN
999 END
    SUBROUTINE MOPS(A,B,NR,NC,N,N1)
    IMPLICIT REAL*8 (A-H,O-Z)
    COMMON MTOT,NDP,L(1)
    COMMON /PSIZE/NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
    DIMENSION A(1),B(1)
    NEL = NR*NC
    GO TO (100,200,300,400,500,600,700),N
100 DO 150 I=1,NEL
150 A(I)=1.0D0/A(I)
    RETURN
C-----REPLACE EACH ELEMENT WITH ITS SQUARE ROOT---
200 DO 250 I=1,NEL
250 A(I)=DSQRT(A(I))
    RETURN
C-----REPLACE EACH ELEMENT WITH ITS LOG-----
300 DO 350 I=1,NEL
350 A(I)=DLOG(A(I))
    RETURN
C-----REPLACE EACH ELEMENT WITH ITS SELF TIMES A SCALAR
400 DO 450 I=1,NEL
450 A(I)=A(I)*B(1)
    RETURN
C-----EVALUATE THE MAXIMUM OF EACH ROW-----
500 DO 550 I=1,NR
550 B(I)=0.0D0
    DO 540 J=1,NC
    IA = NR*(J-1) + I
    X=DABS(A(IA))
    IF(X.LT.B(I)) GO TO 540
    B(I)=X
    JMAX=J
540 CONTINUE
    IF(NC-50) WRITE(NWRITE,2000) JMAX,B(I)
2000 FORMAT (I8,1PD16.7)

```

STO07990  
 STO08000  
 STO08010  
 STO08020  
 STO08030  
 STO08040  
 STO08050  
 STO08060  
 STO08070  
 STO08080  
 STO08090  
 STO08100  
 STO08110  
 STO08120  
 STO08130  
 STO08140  
 STO08150  
 STO08160  
 STO08170  
 STO08180  
 STO08190  
 STO08200  
 STO08210  
 STO08220  
 STO08230  
 STO08240  
 STO08250  
 STO08260  
 STO08270  
 STO08280  
 STO08290  
 STO08300  
 STO08310  
 STO08320  
 STO08330  
 STO08340  
 STO08350  
 STO08360  
 STO08370  
 STO08380  
 STO08390  
 STO08400  
 STO08410  
 STO08420  
 STO08430  
 STO08440  
 STO08450  
 STO08460  
 STO08470



```

550 CONTINUE
RETURN
C-----EVALUATE COLUMN NORMS-----
600 DO 650 J=1,NC
    B(J)=0.0D0
    DO 640 I=1,NR
        IA = NR*(J-1) + I
        IF (1.GT.0) GO TO 630
        B(J) = B(J) + DABS(A(IA))
        GO TO 640
    630 B(J) = B(J) + A(IA) * A(IA)
    640 CONTINUE
    650 IF (N1.GT.0) B(J) = DSQRT(B(J))
    CONTINUE
C-----EVALUATE PRODUCT OF ALL ELEMENTS-----
700 B(1)=1.0D0
    B(2)=1.0D0
    DO 750 I=1,NR
        DO 740 J=1,NC
            IA = NR*(J-1) + I
            B(1) = B(1) * A(IA)
            IF (3(1).NE.0.0D0) GO TO 710
            B(2) = 0.0D0
            RETURN
        710 IF (DABS(B(1)).LT.1.0D0) GO TO 720
            B(1) = B(1) / 10.0D0
            B(2) = B(2) / 1.0D0
            GO TO 740
        720 IF (DABS(B(1)).GT.0.1D0) GO TO 740
            B(1) = B(1) * 10.0D0
            B(2) = B(2) * -1.0D0
            GO TO 720
        740 CONTINUE
    750 CONTINUE
    RETURN
END
SUBROUTINE ADD(S,IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON MTOF NDP L(1)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /CARD/ INHOL(3),N1,N2,N3,NH,S1,S2
COMMON /ADIR/ NA,I(3),IERR)
CALL FIND(INHOL(I),IERR)
IF (IERR.NE.0) RETURN
NE=L(3)
NEL=L(3) * I(4)
NE=NA
CALL FIND(INHOL(1,2),IERR)

```

STO08480  
 STO08490  
 STO08500  
 STO08510  
 STO08520  
 STO08530  
 STO08540  
 STO08550  
 STO08560  
 STO08570  
 STO08580  
 STO08590  
 STO08600  
 STO08610  
 STO08620  
 STO08630  
 STO08640  
 STO08650  
 STO08660  
 STO08670  
 STO08680  
 STO08690  
 STO08700  
 STO08710  
 STO08720  
 STO08730  
 STO08740  
 STO08750  
 STO08760  
 STO08770  
 STO08780  
 STO08790  
 STO08800  
 STO08810  
 STO08820  
 STO08830  
 STO08840  
 STO08850  
 STO08860  
 STO08870  
 STO08880  
 STO08890  
 STO08900  
 STO08910  
 STO08920  
 STO08930  
 STO08940  
 STO08950  
 STO08960





```

100 IF (J.R.NE.I(3)) CALL ERCOM(IERR)
    IF (IERR.GT.1) RETURN
    CALL ADSB(L(NA),L(NB),NEL,S)
    RETURN
END
SUBROUTINE ADSB(A,B,NEL,S)
    IMPLICIT REAL*8 (A-H,O-Z)
    DIMENSION A(1),B(1)
    DO 100 IA=1,NEL
        A(IA)=A(IA)+S*B(IA)
    100 RETURN
END
SUBROUTINE MUL(IERR)
    IMPLICIT REAL*8 (A-H,O-Z)
    COMMON MTOI,NDP,L(1)
    COMMON /PSIZE/NO,NABA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
    COMMON /CARD/INHOL(3,10),N1,N2,N3,N4,S1,S2
    COMMON /ADIR/NAI(10)
    CALL DELETE(INHOL(1,2),IERR)
    CALL FIND(INHOL(1,2),IERR)
    IF (IERR.GT.1) RETURN
    NR=I(4)
    NT=I(3)
    N1=NA
    N2=NA
    NC=I(3)
    CALL LYST(INHOL(1,4),NR,NC,NDP,IERR)
    IF (IERR.GT.1) RETURN
    CALL MULT(L(N1),L(N2),L(NA),NR,NT,NC)
    RETURN
END
SUBROUTINE MULT(A,B,C,NRA,NCA,NCB)
    IMPLICIT REAL*8 (A-H,O-Z)
    DIMENSION A(1),B(1),C(1)
    C-----
    DO 200 I=1,NRA
        DO 200 J=1,NCB
            X=0.0D0
            IC=(J-1)*NRA+I
            DO 100 K=1,NCA
                IB=(K-1)*NRA+I
                X=X+A(IA)*B(IB)
            100 C(IC)=X
        200 RETURN
    END

```

```

ST008970
ST008980
ST008990
ST009000
ST009010
ST009020
ST009030
ST009040
ST009050
ST009060
ST009070
ST009080
ST009090
ST009100
ST009110
ST009120
ST009130
ST009140
ST009150
ST009160
ST009170
ST009180
ST009190
ST009200
ST009210
ST009220
ST009230
ST009240
ST009250
ST009260
ST009270
ST009280
ST009290
ST009300
ST009310
ST009320
ST009330
ST009340
ST009350
ST009360
ST009370
ST009380
ST009390
ST009400
ST009410
ST009420
ST009430
ST009440
ST009450

```



```

SUBROUTINE TRAN (IERR)
  IMPLICIT REAL*8 (A-H, O-Z)
  COMMON HTOI NDP, L(1)
  COMMON /PSIZE/ NO, NARA, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
  COMMON /CARD/ INHOL(3,10), N1, N2, N3, N4, S1, S2
  COMMON /ADIR/ NA, I(10)
  CALL DELETE(INHOL(1,3))
  CALL FIND(INHOL(1,2), IERR)
  IF(IERR.GT. 1) RETURN
  NR=I(4)
  NC=I(3)
  N1=NA
  CALL LIST(INHOL(1,3), NC, NR, NDP, IERR)
  IF(IERR.GT. 1) RETURN
  CALL TRANS(L(N1), L(NA), NR, NC)
  RETURN
END
SUBROUTINE TRANS(A,B,NR,NC)
  IMPLICIT REAL*8 (A-H, O-Z)
  DIMENSION A(1), B(1)
  K=1
  DO 100 I = 1, NR
    L=I
    DO 100 J = 1, NC
      B(K) = A(L)
      L = L + NR
      K = K + 1
    100 CONTINUE
  RETURN
END
SUBROUTINE SMOP(N, IERR)
  IMPLICIT REAL*8 (A-H, O-Z)
  COMMON HTOI NDP, L(1)
  COMMON /PSIZE/ NO, NARA, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
  COMMON /CARD/ INHOL(3,10), N1, N2, N3, N4, S1, S2
  COMMON /ADIR/ NA, I(10)
  C-----SUBROUTINE TO DUPLICATE OR STORE SUBMATRICES-----
  IF(N.NE.1) GO TO 100
  CALL DELETE(INHOL(1,3))
  CALL LIST(INHOL(1,3), N3, N4, NDP, IERR)
  IF(IERR.GT. 1) RETURN
  GO TO 200
  100 CALL FIND(INHOL(1,3), IERR)
  IF(IERR.GT. 1) RETURN
  N3=I(4)
  N4=I(3)
  200 NB=NA
  CALL FIND(INHOL(1,2), IERR)
  IF(IERR.GT. 1) RETURN
  NR=I(4)

```

```

STO09460
STO09470
STO09480
STO09490
STO09500
STO09510
STO09520
STO09530
STO09540
STO09550
STO09560
STO09570
STO09580
STO09590
STO09600
STO09610
STO09620
STO09630
STO09640
STO09650
STO09660
STO09670
STO09680
STO09690
STO09700
STO09710
STO09720
STO09730
STO09740
STO09750
STO09760
STO09770
STO09780
STO09790
STO09800
STO09810
STO09820
STO09830
STO09840
STO09850
STO09860
STO09870
STO09880
STO09890
STO09900
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STO09940

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STO09950  
STO09960  
STO09970  
STO09980  
STO09990  
STO10000  
STO10010  
STO10020  
STO10030  
STO10040  
STO10050  
STO10060  
STO10070  
STO10080  
STO10090  
STO10100  
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STO10170  
STO10180  
STO10190  
STO10200  
STO10210  
STO10220  
STO10230  
STO10240  
STO10250  
STO10260  
STO10270  
STO10280  
STO10290  
STO10300  
STO10310  
STO10320  
STO10330  
STO10340  
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STO10360  
STO10370  
STO10380  
STO10390  
STO10400  
STO10410  
STO10420  
STO10430

```

NC=L(3)
IF(N1+N3-1.GT.NR) CALL ERCOM(IERR)
IF(N2+N4-1.GT.NC) CALL ERCOM(IERR)
IF(IERR.GT.1) RETURN
CALL SHOPS(L(NA),L(NB),NR,NC,N1,N2,N3,N4,N)
RETURN
END
SUBROUTINE SHOPS(A,B,NR,NC,N1,N2,N3,N4,N)
IMPLICIT REAL*8 (A-H,O-Z)
DIMENSION A(NR,1),B(N3,1)
II=1
DO 400 I=1,N3
JJ=N2
DO 300 J=1,N4
GO TO (1,2),N
1 B(I,J)=A(I1,JJ)
GO TO 300
2 A(I1,JJ)=B(I,J)
300 JJ=JJ+1
400 II=II+1
RETURN
END
SUBROUTINE SYMSV(IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON MTOT,NDP,L(1)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /CARD/ INHOL(3,10),N1,N2,N3,N4,S1,S2
COMMON /ADIR/ NAI(10)
IF(NH.NE.0) GO TO 100
IF(N1.EQ.1) WRITE(NWRITE,2003)
IF(N1.EQ.2) WRITE(NWRITE,2001)
IF(N1.EQ.3) WRITE(NWRITE,2002)
100 CALL FIND(INHOL(1,2),IERR)
IF(IERR.GT.1) RETURN
NR=L(4)
IF(N1.EQ.3) GO TO 300
IF(NR.NE.I(3)) CALL ERCOM(IERR)
IF(IERR.GT.1) RETURN
N3=NA
IF(N1.EQ.1) GO TO 200 IERR)
CALL FIND(INHOL(1,3)
IF(NR.NE.I(4)) CALL ERCOM(IERR)
IF(IERR.GT.1) RETURN
200 CALL SYMSOL(L(N3),L(NA),NR,I(3),N1,N2)
RETURN
300 CALL SYMIN(L(NA),NR)
IF(N2.NE.0) WRITE(NWRITE,2003)
RETURN
2000 FORMAT (20H TRIANGULARIZE ONLY )

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2001 FORMAT (44H FORWARD REDUCTION AND BACKSUBSTITUTION ONLY )
2002 FORMAT (22H MATRIX INVERSION ONLY )
2003 FORMAT (48H0 ***WARNING*** MATRIX REQUIRED TO BE SYMMETRIC)
END
SUBROUTINE SYM SOL (A,B,NN,LL,M,N2)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
SYMPETRIC EQUATION SOLVER- E.L. WILSON 1976
M=0 TRIANGULARIZE AND SOLVE
N=1 TRIANGULARIZE ONLY
N=2 FORWARD REDUCTION AND BACKSUBSTITUTION ONLY
IF N2.NE. 0 MATRIX IS NON SYMMETRIC AND LU DECOMPOSITION IS USED.
DIMENSION A(NN,1),B(NN,1)
ESTIMATE THE ROUNDOFF VALUE OF ZERO
ZERO = 0.0D0
DO 10 I = 1, NN
  ZERO = ZERO + DABS(A(I,I))
10 ZERO = ZERO * 1.0D-16
IF (42.NE.0) GO TO 1000
IF (N.EQ.2) GO TO 500
DO 100 N=1, NN
  IF (N.EQ.NN) GO TO 500
  D=A(N,N)
  IF (DABS(D).LT.ZERO) WRITE(NWRITE,2000) N
  N1=N+1
  DO 300 J=N1, NN
    IF (A(N,J).EQ.0.0D0) GO TO 300
    A(N,J)=A(N,J)/D
    DO 200 I=J, NN
      A(I,J)=A(I,J)-A(I,N)*A(N,J)
200 A(I,I)=A(I,I)
300 CONTINUE
400 CONTINUE
500 FORWARD REDUCTION AND BACKSUBSTITUTION
IF (N.EQ.1) RETURN
DO 700 N=1, NN
  DO 500 L=1, LL
    B(N,L)=B(N,L)/A(N,N)
600 IF (N.EQ.NN) GO TO 800
  N1=N+1
  DO 700 L=1, LL
    DO 700 I=N1, NN
      B(I,L)=B(I,L)-A(I,N)*B(N,L)
700 B(I,L)=B(I,L)
800 N1=N
  IF (N.EQ.0) RETURN
  DO 900 L=1, LL

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STO10440
STO10450
STO10460
STO10470
STO10480
STO10490
STO10500
STO10510
STO10520
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STO10550
STO10560
STO10570
STO10580
STO10590
STO10600
STO10610
STO10620
STO10630
STO10640
STO10650
STO10660
STO10670
STO10680
STO10690
STO10700
STO10710
STO10720
STO10730
STO10740
STO10750
STO10760
STO10770
STO10780
STO10790
STO10800
STO10810
STO10820
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STO10840
STO10850
STO10860
STO10870
STO10880
STO10890
STO10900
STO10910
STO10920

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          900 B(N,L)=B(N,L)-A(N,J)*B(J,L)
          GO TO 800
C 1000 NON-SYMMETRIC MATRIX LU DECOMPOSITION
      NH1=NN-1
      IF(M.EQ.2) GO TO 1500
      DO 1100 K=1,NM1
        KP1=K+1
        AKK=A(K,K)
        IF(DABS(AKK).LT.ZERO) WRITE(NWRITE,2000) K
        DO 1100 I=KP1,NN
          G=-A(I,K)/AKK
          A(I,K)=G
          DO 1100 J=KP1,NN
            A(I,J)=A(I,J)+G*A(K,J)
C 1100 FORWARD REDUCTION AND BACK SUBSTITUTION
      IF(M.EQ.1) RETURN
      NP1=NN+1
      DO 1400 L=1,LL
        DO 1200 K=1,NM1
          KP1=K+1
          BK=B(K,L)
          DO 1200 I=KP1,NN
            B(I,L)=B(I,L)+BK*A(I,K)*BK
C 1200
      BI=B(I,L)
      DO 1300 J=J1,NN
        BI=BI-A(I,J)*B(J,L)
C 1300
      BI=L=BI
      DO 1400 K=2,NN
        I=NP1-K
        J1=I+1
        BI=B(I,L)/A(I,I)
C 1400 RETURN
C 2000 FORMAT (39H0**ZERO DIAGONAL TERM EQUATION NUMBER I4)
      END
SUBROUTINE SYMIN(A,M)
      IMPLICIT REAL*8 (A-H,O-Z)
C-----INVERSION OF POSITIVE DEFINITE SYMMETRIC MATRIX-----
C DIMENSION A(M,1)
      EVALUATION OF NEGATIVE INVERSE
      DO 300 N=1,M
        D=A(N,N)
        DO 300 L=1,M
          AM=A(I,N)/D
          IF(I.EQ.N) GO TO 200
          DO 100 J=I,M
            A(I,J)=A(I,J)-AM*A(N,J)

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STO10930
STO10940
STO10950
STO10960
STO10970
STO10980
STO10990
STO11000
STO11010
STO11020
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STO11040
STO11050
STO11060
STO11070
STO11080
STO11090
STO11100
STO11110
STO11120
STO11130
STO11140
STO11150
STO11160
STO11170
STO11180
STO11190
STO11200
STO11210
STO11220
STO11230
STO11240
STO11250
STO11260
STO11270
STO11280
STO11290
STO11300
STO11310
STO11320
STO11330
STO11340
STO11350
STO11360
STO11370
STO11380
STO11390
STO11400
STO11410

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100 A (J, I) = A(I, J)
200 A {I, N} = AN
300 A {N, I} = AN
400 A {N, N} = 1.0D0/D
C CHANGE SIGN OF INVERSE
DO 500 I=1, M
DO 500 J=1, M
500 A (I, J) = -A(I, J)
C
RTJRN
END
SUBROUTINE USRA (IERR)
IMPLICIT REAL*8 (A-H, O-Z)
WRITE (NWRITE, 1000)
FORMAT (37H0 SUBROUTINE USRA IS NOT YET WRITTEN)
1000 RETURN
END
SUBROUTINE USRB (IERR)
IMPLICIT REAL*8 (A-H, O-Z)
WRITE (NWRITE, 1000)
FORMAT (37H0 SUBROUTINE USRB IS NOT YET WRITTEN)
1000 RETURN
END
SUBROUTINE GROUP2 (LAST, IERR)
IMPLICIT REAL*8 (A-H, O-Z)
COMMON HROT, NDP, L(1)
COMMON /PSIZE/ NO, NARA, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
COMMON /CARD/ INHOL(3, 10), N1, N2, N3, N4, S1, S2
COMMON /TEMP/ SSS(100)
LOGICAL COMP
DIMENSION IOP(3, 14)
DATA IOP(1, 1), IOP(2, 1), IOP(3, 1) /4HNODE, 4HS
DATA IOP(1, 2), IOP(2, 2), IOP(3, 2) /4HBOUN, 4HD
DATA IOP(1, 3), IOP(2, 3), IOP(3, 3) /4HTRUS, 4HS
DATA IOP(1, 4), IOP(2, 4), IOP(3, 4) /4HBEAM, 4H
DATA IOP(1, 5), IOP(2, 5), IOP(3, 5) /4HADDS, 4HP
DATA IOP(1, 6), IOP(2, 6), IOP(3, 6) /4HLOAD, 4HS
DATA IOP(1, 7), IOP(2, 7), IOP(3, 7) /4HPORC, 4HE
DATA IOP(1, 8), IOP(2, 8), IOP(3, 8) /4HDISP, 4HL
DATA IOP(1, 9), IOP(2, 9), IOP(3, 9) /4HLOAD, 4HI
DATA IOP(1, 10), IOP(2, 10), IOP(3, 10) /4HPLAN, 4HE
DATA IOP(1, 11), IOP(2, 11), IOP(3, 11) /4HSLOP, 4HE
DATA IOP(1, 12), IOP(2, 12), IOP(3, 12) /4HADDK, 4H
DATA IOP(1, 13), IOP(2, 13), IOP(3, 13) /4HEMPR, 4HC
DATA IOP(1, 14), IOP(2, 14), IOP(3, 14) /4HPRAM, 4HE
NUMCP=14
GO TO 175
C----- READ OPERATION FROM CARD OR STORAGE -----
100 CALL INPUT(IERR)

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STO11420  
STO11430  
STO11440  
STO11450  
STO11460  
STO11470  
STO11480  
STO11490  
STO11500  
STO11510  
STO11520  
STO11530  
STO11540  
STO11550  
STO11560  
STO11570  
STO11580  
STO11590  
STO11600  
STO11610  
STO11620  
STO11630  
STO11640  
STO11650  
STO11660  
STO11670  
STO11680  
STO11690  
STO11700  
STO11710  
STO11720  
STO11730  
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STO11760  
STO11770  
STO11780  
STO11790  
STO11800  
STO11810  
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STO11840  
STO11850  
STO11860  
STO11870  
STO11880  
STO11890  
STO11900



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C-----
175 IF(IERR.GT. 1) RETURN
   INTERPRETE OPERATION -----
   DO 200 J=1, NUMOP
      IF (COMP(INHOL(1,1),IOP(1,J))) GO TO 300
      CONTINUE
      RETJRN
C-----EXECUTE APPROPRIATE OPERATION -----
300 LAST=2
   CALL STRUC(N,IERR)
   IF(IERR.GT. 1) RETURN
   GO TO 100
.
END
SUBROUTINE STRUC(NOP,IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /TOT NDP, L(1)
COMMON /SIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /CARD/ INHOL(3,10),N1,N2,N3,N4,S1,S2
COMMON /STR/ ST(9,16),XH(16),S(16,16),ND,NS,NRP,LM(16)
COMMON /ADIR/ NA I(10)
COMMON /PSAVE/ NUMNP,NEQ,NPROP,NUMEL,NTRUSS
EQUIVALENCE (M1,INHOL(1,2)),(M2,INHOL(1,3)),(M3,INHOL(1,4))
EQUIVALENCE (M4,INHOL(1,5)),(M5,INHOL(1,6)),(M6,INHOL(1,7))
DATA IBLANK/4H
GO TO (100,200,300,300,500,600,700,800,900,300,910,920,930,940),
1 NOP
C-----READ NODE COORDINATES-----
100 CALL DELETE(M1)
   NUMNP=N1
   CALL LIST(M1,N1,3,NDP,IERR)
   IF(IERR.GT. 1) RETURN
   CALL NODES(L(NA),N1)
   RETJRN
C-----SPECIFICATION OF DISPLACEMENT BOUNDARY CONDITIONS
200 CALL DELETE(M1)
   CALL LIST(M1,NUMNP,6,NSP,IERR)
   IF(IERR.GT. 1) RETURN
   CALL BOUND(L(NA),NUMNP,NEQ)
   CALL PTAPE(1,1)
   NUMEL=0
   RETURN
C-----CALCULATION OF TRUSS AND BEAM STIFFNESS MATRICES-----
300 IF(IERR.GT. 1) RETURN
   NC=N1
   N1=N2
   N1=NA
   CALL FIND(M3,IERR)
   IF(IERR.GT. 1) RETURN

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STO11910
STO11920
STO11930
STO11940
STO11950
STO11960
STO11970
STO11980
STO11990
STO12000
STO12010
STO12020
STO12030
STO12040
STO12050
STO12060
STO12070
STO12080
STO12090
STO12100
STO12110
STO12120
STO12130
STO12140
STO12150
STO12160
STO12170
STO12180
STO12190
STO12200
STO12210
STO12220
STO12230
STO12240
STO12250
STO12260
STO12270
STO12280
STO12290
STO12300
STO12310
STO12320
STO12330
STO12340
STO12350
STO12360
STO12370
STO12380
STO12390

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N2=1A
CALL FIND(M4,IERR)
IF(IERR.GT.1) RETURN
NPROP=1(4)
N3=N1+NUMNP*NDP
N4=N1+2*NUMNP*NDP
IF(NDP.EQ.10) GO TO 370
IF(NDP.EQ.4) GO TO 350
C-----CALCULATION OF TRUSS ELEMENT MATRICES-----NOP=3
ND=6
NS=1
CALL TRUSS(L(N1),L(N3),L(N4),L(N2),L(NA),NUMNP,NTRUSS,NPROP)
GO TO 400
C-----CALCULATION OF BEAM ELEMENT STIFFNESS MATRICES-- NOP=4
350 ND=12
NS=3
CALL BEAM(L(N1),L(N3),L(N4),L(N2),L(NA),NUMNP,NTRUSS,NPROP)
GO TO 400
C-----CALCULATION OF 3 TO 8 NODE FINITE ELEMENT---
370 ND=16
NS=3
CALL PLANE(L(N1),L(N3),L(N4),L(N2),L(NA),NUMNP,NTRUSS,NPROP,NC,NE)
CALL DELETE(M1)
CALL LIST(M1,1,5,NSP,IERR)
IF(IERR.GT.1) RETURN
L(NA+1)=NTRUSS
L(NA+2)=NS
L(NA+4)=NUMEL+1
NUMEL=NUMEL+NTRUSS
RETURN
C-----FORMATION OF TOTAL STIFFNESS AND MASS MATRICES
500 CALL DELETE(M1)
IF(M2.NE.IBLANK) CALL DELETE(M2)
CALL PIAPE(1,1)
IF(12.EQ.IBLANK) GO TO 550
CALL LIST(M2,NEQ,1,NDP,IERR)
IF(IERR.GT.1) RETURN
N1=NA
CALL LIST(M1,NEQ,NEQ,NDP,IERR)
IF(IERR.GT.1) RETURN
CALL ADDSF(L(NA),L(N1),NEQ,NUMEL,M2)
RETURN
C-----FORMATION OF LOAD MATRIX-----
500 CALL DELETE(M1)
CALL FIND(M2,IERR)
IF(IERR.GT.1) RETURN
N2=NA
CALL LIST(M1,NEQ,N1,NDP,IERR)

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STO12400
STO12410
STO12420
STO12430
STO12440
STO12450
STO12460
STO12470
STO12480
STO12490
STO12500
STO12510
STO12520
STO12530
STO12540
STO12550
STO12560
STO12570
STO12580
STO12590
STO12600
STO12610
STO12620
STO12630
STO12640
STO12650
STO12660
STO12670
STO12680
STO12690
STO12700
STO12710
STO12720
STO12730
STO12740
STO12750
STO12760
STO12770
STO12780
STO12790
STO12800
STO12810
STO12820
STO12830
STO12840
STO12850
STO12860
STO12870
STO12880

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      IF (ERR.GT. 1) RETURN
      CALL LOADS(L(N2), L(NA), NEQ, N1, NUMNP)
      RETURN
C----- EVALUATION OF MEMBER FORCES
      700 CALL FIND(M1, IERR)
      IF (IERR.GT. 1) RETURN
      NUME=L(NA)
      ND=L(NA+1)
      NSS=0
      NS=L(NA+2)
      NR=L(NA+4)
      CALL PTAPE(1, NR)
      CALL FIND(M2, IERR)
      IF (IERR.GT. 1) RETURN
      N1=NA
      NL=L(3)
      IF (M3.EQ. IBLANK) GO TO 1050
      NSS=NS+NUME
      CALL LIST(M3, NSS, NL, NDP, IERR)
      IF (IERR.GT. 1) RETURN
      1050 CALL FORCE(L(N1), L(NA), NEQ, NL, NUME, NSS)
      RETURN
C----- PRINT OF NODE DISPLACEMENTS
      800 IF (IO.NE.0) RETURN
      CALL FIND(M1, IERR)
      IF (IERR.GT. 1) RETURN
      N2=N1
      NL=L(3)
      CALL FIND(M2, IERR)
      IF (IERR.GT. 1) RETURN
      CALL DISPL(L(N2), L(NA), NEQ, NL, NUMNP)
      RETURN
C----- LOAD INTERGER ARRAY-----
      900 CALL DELETE(M1)
      CALL LIST(M1, N1, N2, NSP, IERR)
      IF (IERR.GT. 1) RETURN
      CALL LOAD(L(NA), N1, N2, N3, N4)
      RETURN
C----- FOR 4 X 4 BEAM STIFFNESS MATRIX-----
      910 CALL DELETE(M1)
      CALL LIST(M1, 4, 4, NDP, IERR)
      IF (IERR.GT. 1) RETURN
      CALL SLOPE(L(NA))
      RETURN
C----- ADD ELEMENT STIFFNESS TO TOTAL STIFFNESS-----
      920 CALL LOCATE(M1, NK, NR, NEQ, IERR)
      IF (NR.NE.NEQ) CALL ERCON(IERR)
      IF (IERR.GT. 1) RETURN
      CALL LOCATE(M2, NE, NR, NC, IERR)

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STO12890
STO12900
STO12910
STO12920
STO12930
STO12940
STO12950
STO12960
STO12970
STO12980
STO12990
STO13000
STO13010
STO13020
STO13030
STO13040
STO13050
STO13060
STO13070
STO13080
STO13090
STO13100
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STO13120
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STO13140
STO13150
STO13160
STO13170
STO13180
STO13190
STO13200
STO13210
STO13220
STO13230
STO13240
STO13250
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STO13270
STO13280
STO13290
STO13300
STO13310
STO13320
STO13330
STO13340
STO13350
STO13360
STO13370

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IF (NR.NE.NC) CALL ERCON(IERR)
IP(IERR.GT.1) RETURN
CALL LOCATE(M3,NL,ND,NC,IERR)
IP(NR.NE.ND) CALL ERCON(IERR)
IP(IERR.GT.1) RETURN
NL=NL+NR*(N1-1)
CALL ADDR(L(NK),L(NE),L(NL),NR,NEQ)
RETURN
C-----CALCULATE MEMBER FORCES-----
930 CALL DELETE(M4)
CALL LOCATE(M1,NE,NR,NC,IERR)
CALL LOCATE(M2,ND,NEQ,NL,IERR)
CALL LOCATE(M3,N2,N3,N4,IERR)
N2=N3+N2*(N1-1)
CALL LIST(M4,NR,NL,NDP,IERR)
IP(IERR.GT.1) RETURN
CALL MEMPRC(L(NE),L(ND),L(N2),L(NA),NR,NC,NEQ,NL)
RETURN
C-----CALCULATION OF 2D FRAME MATRICES- 6 DOP -----
940 CALL DELETE(M1)
CALL DELETE(M2)
CALL LIST(M1,6,6,MDP,IERR)
NK=NA
CALL LIST(M2,3,6,NDP,IERR)
IP(IERR.GT.1) RETURN
CALL FRAME(L(NK),L(NA))
RETURN
END
SUBROUTINE LOCATE(M1,NT,NR,NC,IERR)
COMMON /ADIR/ NA,I(16)
DIMENSION M1(1)
CALL FIND(M1,IERR)
NT=NA
NC=L(3)
NR=L(4)
RETURN
END
SUBROUTINE ADDSP(A,B,NEQ,NUMEL,M2)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /SP/ ST(9,16),XM(16),S(16,16),ND,NS,NRP,LM(16)
DIMENSION A(NEQ,1),B(1)
DATA IBLANK/4H
DO 100 I=1,NEQ
IP(M2.NE.IBLANK) B(I)=0.0D0
DO 100 J=1,NEQ
A(I,J)=0.0D0
DO 100 N=1,NUMEL
CALL PTAPD(3,NR)

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STO13380  
 STO13390  
 STO13400  
 STO13410  
 STO13420  
 STO13430  
 STO13440  
 STO13450  
 STO13460  
 STO13470  
 STO13480  
 STO13490  
 STO13500  
 STO13510  
 STO13520  
 STO13530  
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 STO13570  
 STO13580  
 STO13590  
 STO13600  
 STO13610  
 STO13620  
 STO13630  
 STO13640  
 STO13650  
 STO13660  
 STO13670  
 STO13680  
 STO13690  
 STO13700  
 STO13710  
 STO13720  
 STO13730  
 STO13740  
 STO13750  
 STO13760  
 STO13770  
 STO13780  
 STO13790  
 STO13800  
 STO13810  
 STO13820  
 STO13830  
 STO13840  
 STO13850  
 STO13860



```

DO 200 I=1,ND
  II=LM(I)
  IF(II.LE.0) GO TO 200
  IF(M2.NE.IBLANK) B(II)=B(II)+XM(I)
  DO 150 J=1,ND
    JJ=LM(J)
    IF(JJ.LE.0) GO TO 150
    A(I,JJ)=A(II,JJ)+S(I,J)
  150 CONTINUE
  200 CONTINUE
  300 RETJRN
END
SUBROUTINE ADDK(A,S,LM,NR,NEQ)
  IMPLICIT REAL*8 (A-H,O-Z)
  DIMENSION A(NEQ),S(NR),LM(NR)
  C-----ADDITION OF MEMBER STIFFNESS TO TOTAL STIFFNESS-----
  DO 100 I=1,NR
    II=LM(I)
    IF(II.EQ.0) GO TO 400
    DO 300 J=1,NR
      JJ=LM(J)
      IF(JJ.EQ.0) GO TO 300
      A(I,JJ)=A(II,JJ)+S(I,J)
    300 CONTINUE
    400 RETJRN
  END
SUBROUTINE SLOPE(S)
  IMPLICIT REAL*8 (A-H,O-Z)
  COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR,INDIC
  DIMENSION S(4)
  READ(NREAD,1000) XI,E,XL
  IF(NJ.EQ.0) WRITE(NWRITE,2000) XI,E,XL
  EIL=E*XI/XL
  S(1,1)=4.0D0*EIL
  S(1,2)=2.0D0*EIL
  S(1,3)=-6.0D0*EIL/XL
  S(1,4)=-S(1,3)
  S(2,2)=S(1,1)
  S(2,3)=S(1,3)
  S(2,4)=S(1,4)
  S(3,3)=12.0D0*EIL/(XL*XL)
  S(3,4)=-S(3,3)
  S(4,4)=S(3,3)
  DO 100 J=1,3
    JP1=J+1
    DO 100 I=JP1,4
      S(I,J)=S(J,I)
    100 S(I,J)=S(J,I)

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STO13870
STO13880
STO13890
STO13900
STO13910
STO13920
STO13930
STO13940
STO13950
STO13960
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STO13980
STO13990
STO14000
STO14010
STO14020
STO14030
STO14040
STO14050
STO14060
STO14070
STO14080
STO14090
STO14100
STO14110
STO14120
STO14130
STO14140
STO14150
STO14160
STO14170
STO14180
STO14190
STO14200
STO14210
STO14220
STO14230
STO14240
STO14250
STO14260
STO14270
STO14280
STO14290
STO14300
STO14310
STO14320
STO14330
STO14340
STO14350

```



```

1000 RETURN
2000 FORMAT(3P10.0)
      FORMAT(4H I=,1PD15.6,5H E=,1PD15.6,5H L=,1PD15.6)
      END
      SUBROUTINE PRANE(S,A)
      IMPLICIT REAL*8 (A-H,O-Z)
      COMMON /PSIZE/,NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR,INDIC
      DIMENSION S(6,1),A(3,1)
      C-----
      READ(NREAD,1000)AR,E,XI,X1,Y1,X2,Y2
      IF(NO.EQ.0) WRITE(NWRITE,2000)(AR,E,XI,X1,Y1,X2,Y2)
      DX=X2-X1
      DY=Y2-Y1
      XL=DSQRT(DX*DX+DY*DY)
      SIN=DY/XL
      COS=DX/XL
      C-----
      A(1,1)=SIN/XL
      A(1,2)=-COS/XL
      A(1,3)=1.0D0
      A(1,4)=-A(1,1)
      A(1,5)=-A(1,2)
      A(1,6)=0.0D0
      A(2,1)=SIN/XL
      A(2,2)=-COS/XL
      A(2,3)=0.0D0
      A(2,4)=A(1,4)
      A(2,5)=A(1,5)
      A(2,6)=1.0D0
      A(3,1)=-COS
      A(3,2)=-SIN
      A(3,3)=0.0D0
      A(3,4)=COS
      A(3,5)=SIN
      A(3,6)=0.0D0
      C-----
      S12=2.0D0*E*X1/XL
      S1=S12*S12
      S33=AR*E/XL
      C-----
      DO 300 I=1,6
      T1=311*A(1,I)+S12*A(2,I)
      T2=312*A(1,I)+S11*A(2,I)
      T3=333*A(3,I)
      DO 200 J=1,6
      S(J,I)=A(1,J)*T1+A(2,J)*T2+A(3,J)*T3
      200 S(J,I)=S(J,I)
      A(2,I)=T2
      A(3,I)=T3
      C-----

```

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STO14360
STO14370
STO14380
STO14390
STO14400
STO14410
STO14420
STO14430
STO14440
STO14450
STO14460
STO14470
STO14480
STO14490
STO14500
STO14510
STO14520
STO14530
STO14540
STO14550
STO14560
STO14570
STO14580
STO14590
STO14600
STO14610
STO14620
STO14630
STO14640
STO14650
STO14660
STO14670
STO14680
STO14690
STO14700
STO14710
STO14720
STO14730
STO14740
STO14750
STO14760
STO14770
STO14780
STO14790
STO14800
STO14810
STO14820
STO14830
STO14840

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```

      A(3,I)=T3
      300 CONTINUE
      RETURN
      1000 FORMAT(14X,1H,14X,1HE,14X,1HI,13X,2HX1,13X,2HY1,
      1 13X,2HX2,13X,2HY2,/(7F15.4))
      END
      SUBROUTINE MEMPRC(S,U,LM,P,NR,NC,NEQ,NL)
      IMPLICIT REAL*8 (A-H,O-Z)
      DIMENSION S(NR,NC),U(NEQ,NL),LM(NC),P(NR,NL)
      C-----EVALUATION OF MEMBER FORCES-----
      DO 100 I=1,NR
      DO 100 L=1,NL
      SUM=0.0D0
      DO 50 K=1,NC
      KK=LM(K)
      IF(KK.EQ.0) GO TO 50
      SUM=SUM+S(I,K)*U(KK,L)
      50 CONTINUE
      P(I,L)=SUM
      100 CONTINUE
      RETURN
      END
      SUBROUTINE TRUSS(X,Y,Z,ID,EE,NUMNP,NTRUSS,NPROP)
      IMPLICIT REAL*8 (A-H,O-Z)
      COMMON /PSIZE/ NO,NAREA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
      DIMENSION X(1),Y(1),Z(1),ID(NUMNP,6),EE(NPROP,3)
      COMMON /STR/ ST(9,16),XM(16),S(16,16),ND,NS,NRP,LM(16)
      C-----EVALUATION OF TRUSS ELEMENT MATRICES-----
      NTRUSS=0
      IF(NO.EQ.0) WRITE(NWRITE,2000)
      100 READ(NREAD,1001)M,I,J,NP,NPT
      IF(M.EQ.0) RETURN
      AREA=EE(NP,1)
      E=EE(NP,2)
      DEN=EE(NP,3)
      IF(ND.EQ.0) WRITE(NWRITE,2001) M,I,J,AREA,E,DEN
      DX=X(I)-X(J)
      DY=Y(I)-Y(J)
      DZ=Z(I)-Z(J)
      XL2=DX*DX+DY*DY+DZ*DZ
      XL=DSORT(XL2)
      DEN=DEN*XL/2.0D0
      IX=P*AREA/XL
      ST(1,1)=DX/XL
      ST(1,2)=DY/XL
      ST(1,3)=DZ/XL
      ST(1,4)=-ST(1,1)
      ST(1,5)=-ST(1,2)

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ST014850
ST014860
ST014870
ST014880
ST014890
ST014900
ST014910
ST014920
ST014930
ST014940
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ST014960
ST014970
ST014980
ST014990
ST015000
ST015010
ST015020
ST015030
ST015040
ST015050
ST015060
ST015070
ST015080
ST015090
ST015100
ST015110
ST015120
ST015130
ST015140
ST015150
ST015160
ST015170
ST015180
ST015190
ST015200
ST015210
ST015220
ST015230
ST015240
ST015250
ST015260
ST015270
ST015280
ST015290
ST015300
ST015310
ST015320
ST015330

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```

C
  ST(I,6)=-ST(1,3)
  DO 300 L=1,6
  YY=Z(I,1) * L,6 XX
  DO 250 K=1,6
  S(K,L)=ST(I,K)*YY
  S(L,K)=S(K,L)
  ST(I,L)=YY
  250 XH(L)=DEN
  300 DO 400 L=1,3
  LM(L)=ID(I,L)
  LM(L,3)=YD(J,L)
  CALL PIAPPE(2,Na)
  NTRUSS=NTRUSS+1
  GO TO 100

C
  1001 FORMAT(5I5)
  2000 FORMAT(7H0NUMBER 6X 1H1 6X 1HJ 11X 4HAREA 14X 1HE 12X 3HDEN )
  2001 FORMAT(3I7,F15.3,2(1PD15.6))
  END
  SUBROUTINE BEAM(X,Y,Z, ID,P,NUMNP,NUME,NP)
  IMPLICIT REAL*8 (A-H,O-Z)
  DIMENSION X(NUMNP),Y(NUMNP),Z(NUMNP),ID(NUMNP,6),P(NP,7)
  COMMON /PSIZE/NO,NABA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
  COMMON /STR/ST(9,16),M(16),S(16,16),ND,NS,NRP,LM(16)
  COMMON /TEMP/ A(6,12),T(3,3),V(4,4)
  C----- READ AND PRINT BEAM DATA-----
  NUME=0
  IF(NC.EQ.0) WRITE(NWRITE,2000)
  100 READ(NREAD,1000) N,I,J,K,NN
  IF(V.EQ.0) RETURN
  IF(NC.EQ.0) WRITE(NWRITE,2001) N,I,J,K,NN,(P(NN,L),L=1,7)
  NUMP=NUMP+1
  C----- FORM 3 X 3 TRANSFORMATION MATRIX-----
  CALL VECTOR(V(1,1),X(I),Y(I),Z(I),X(J),Y(J),Z(J))
  XL=V(4,1)
  CALL VECTOR(V(1,4),X(I),Y(I),Z(I),X(K),Y(K),Z(K))
  CALL CROSS(V(1,1),V(1,3),V(1,2))
  CALL CROSS(V(1,3),V(1,1),V(1,2))
  DO 200 K=1,3
  DO 200 L=1,3
  200 T(K,L)=V(L,K)
  C----- FORM DESTINATION VECTOR -----
  DO 300 L=1,6
  LM(L)=ID(I,L)
  300 LM(L,6)=ID(J,L)
  C----- FORM STIFFNESS MATRIX IN LOCAL SYSTEM-----
  DO 400 I=1,6
  DO 400 J=1,6

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ST015340
ST015350
ST015360
ST015370
ST015380
ST015390
ST015400
ST015410
ST015420
ST015430
ST015440
ST015450
ST015460
ST015470
ST015480
ST015490
ST015500
ST015510
ST015520
ST015530
ST015540
ST015550
ST015560
ST015570
ST015580
ST015590
ST015600
ST015610
ST015620
ST015630
ST015640
ST015650
ST015660
ST015670
ST015680
ST015690
ST015700
ST015710
ST015720
ST015730
ST015740
ST015750
ST015760
ST015770
ST015780
ST015790
ST015800
ST015810
ST015820

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ST015830  
ST015840  
ST015850  
ST015860  
ST015870  
ST015880  
ST015890  
ST015900  
ST015910  
ST015920  
ST015930  
ST015940  
ST015950  
ST015960  
ST015970  
ST015980  
ST015990  
ST016000  
ST016010  
ST016020  
ST016030  
ST016040  
ST016050  
ST016060  
ST016070  
ST016080  
ST016090  
ST016100  
ST016110  
ST016120  
ST016130  
ST016140  
ST016150  
ST016160  
ST016170  
ST016180  
ST016190  
ST016200  
ST016210  
ST016220  
ST016230  
ST016240  
ST016250  
ST016260  
ST016270  
ST016280  
ST016290  
ST016300  
ST016310

```

400 S(I,J)=0.0D0
S(1,1)=P{NN,1}*P{NN,5}/XL
S(1,4)=P{NN,2}*P{NN,6}/XL
Q=4.0D0*P{NN,3}
S(5,5)=Q*P{NN,4}
S(6,6)=Q*XL*XL
S(3,3)=Q*XL*XL
S(2,2)=Q*XL*XL
Q=1.5D0/XL
S(2,6)=-Q*S(6,6)
S(6,2)=S(2,6)
S(6,3)=Q*S(5,5)
S(3,6)=Q*S(5,5)
C-----FORM LOCAL-GLOBAL TRANSFORMATION-----
DO 300 I=1,6
DO 300 J=1,12
500 A(I,J)=0.0D0
A(2,J+3)=-XL*T(3,J)
A(3,J+3)=XL*T(2,J)
DO 300 I=1,3
A(I,J)=T(I,J)
A(I+3,J+3)=-T(I,J)
A(I+3,J+6)=T(I,J)
500 A(I+3,J+9)=T(I,J)
C-----FORM GLOBAL STIFFNESS MATRIX
DO 300 I=1,6
DO 300 J=1,12
ST(I,J)=0.0D0
DO 300 K=1,6
ST(I,J)=ST(I,J)+S(I,K)*A(K,J)
800 ST(I,J)=ST(I,J)+S(I,K)*A(K,J)
ST(7,I)=ST(3,I)*XL-ST(6,I)
ST(3,I)=-ST(2,I)*XL-ST(6,I)
DO 300 J=1,12
Q=0.0D0
DO 850 K=1,6
Q=Q+A(K,I)*ST(K,J)
850 Q=Q+A(K,I)*ST(K,J)
900 S(I,J)=Q
C-----CALCULATE MASS MATRIX-----
XMASS=P{NN,7}*XL/2.0D0
V(1,1)=XMASS*P{NN,2}/P{NN,1}
V(2,1)=XMASS*XL*XL/2.0D0
V(3,1)=V(2,1)
DO 350 I=1,3
XM(I)=XMASS
XM(I+6)=XMASS

```













```

CB3=C33*B(3,J)
DO 100 I=J,NB
SUM=B(1,I)*CB1+B(2,I)*CB2+B(3,I)*CB3
S(I,J)=S(I,J)+DV*SUM
400 S(I,J)=S(I,J)
C-----STRESS DISPLACEMENT TRANSFORMATION MATRIX
DO 500 I=1,3
CALL FORMB(RS(1,I),RS(2,I))
JJ=3*(I-1)+1
DO 500 J=1,NB
ST(JJ+1,J)=C11*B(1,J)+C12*B(2,J)
ST(JJ+2,J)=C12*B(1,J)+C11*B(2,J)
500 ST(JJ+2,J)=C33*B(3,J)
C-----FORM DIAGONAL MASS MATRIX-----
FAC=0.0D0
DO 550 J=1,NB
FAC=FAC+XM(I)
FAC=VOL*DEN/FAC
550 FAC=VOL*DEN/FAC
DO 580 J=1,NB
YZ(1,J)=XM(J)*FAC
580 YZ(1,J)=XM(J)*FAC
DO 500 J=1,NB
XM(2*J-1)=YZ(1,J)
XM(2*J)=YZ(1,J)
600 XM(2*J-1)=YZ(1,J)
C-----WRITE ELEMENT MATRICES ON TAPE-----
CALL PTAPE(2,NR)
NUNE=NUME+1
GO TO 100
C-----
1000 FORMAT(10I5,6F5.0) N1 N2 N3 N4 N5 N6 N7 N8
2000 FORMAT(116HNODE T N1 N2 N3 N4 N5 N6 N7 N8 S3)
1P
2001 FORMAT(9I5,4(1PD10.3),6F5.2)
END
SUBROUTINE FORMB(R,S)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /TEMP/H(3,8),YZ(2,8),B(3,16),NODE(8),DJ,NB
C-----FORM INTERPOLATION FUNCTIONS AND DERIVATIVES-----
CALL FORMH(R,S)
CALL FORMB(R,S)
C-----FORM B MATRIX-----
DO 500 L=1,NB
K=2*L-1
B(1,K)=H(2,L)
B(1,K+1)=0.0D0
B(2,K)=0.0D0
B(2,K+1)=H(3,L)
B(3,K)=H(3,L)
B(3,K+1)=H(2,L)
600 B(3,K+1)=H(2,L)
RETJRN
END

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STO17300  
STO17310  
STO17320  
STO17330  
STO17340  
STO17350  
STO17360  
STO17370  
STO17380  
STO17390  
STO17400  
STO17410  
STO17420  
STO17430  
STO17440  
STO17450  
STO17460  
STO17470  
STO17480  
STO17490  
STO17500  
STO17510  
STO17520  
STO17530  
STO17540  
STO17550  
STO17560  
STO17570  
STO17580  
STO17590  
STO17600  
STO17610  
STO17620  
STO17630  
STO17640  
STO17650  
STO17660  
STO17670  
STO17680  
STO17690  
STO17700  
STO17710  
STO17720  
STO17730  
STO17740  
STO17750  
STO17760  
STO17770  
STO17780



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SUBROUTINE FORMH(R,S)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /PSIZE/ NJ,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /TEMP/ H(3,8),YZ(2,8),B(3,16),NODE(8),DJ,NN
DIMENSION N(2,8),D(2,2),I(1,1),-1,0,1,-1,0,0,-1,1,0/
DATA N/1,1,1,1,1,1,1,1,-1,0,1,-1,0,0,-1,1,0/
C-----FORM INTERPOLATION FUNCTIONS AND DERIVATIVES-----
DO 200 I=1,8
CALL GD(R,N(1,I),GR,GRD)
CALL GD(S,N(2,I),GS,GSD)
H(1,I) = GR*GS
H(2,I) = GR*GSD
200 H(3,I) = GR*GSD
C-----MODIFY FOR NODES 5 TO 8 -----
M=4
DO 300 I=5,8
IF(NODE(I)) 300,300,250
250 M=M+1
DO 290 K=1,3
X=H(K,I)/2.0
H(K,H) = H(K,I)
II=I-4
H(K,II) = H(K,II)-X
II=II+1
IF(LL.GT.4) II=1
IF(LL.II) = H(K,II)-X
290 H(K,II) = H(K,II)-X
300 CONTINUE
C-----CALCULATE JACOBIAN MATRIX-----
DO 400 I=1,2
DO 400 J=1,2
SUM=0.0D0
DO 350 K=1,NN
SUM=SUM+H(I+1,K)*YZ(J,K)
400 D(I,J) = SUM
C-----INVERT JACOBIAN MATRIX-----
DJ=2*(1,1)*0(2,2)-0(1,2)*0(2,1)
IF(DJ.LE.0.0001) WRITE(NWRITE,2000) DJ
SUM=D(1,1)/DJ
D(1,1) = D(1,1)/DJ
D(1,2) = -D(1,2)/DJ
D(2,1) = -D(2,1)/DJ
D(2,2) = SUM
C-----CALCULATE H,Y AND H,Z -----
DO 500 K=1,NN
HS=1(2,K)
HS=1(3,K)
H(2,K) = D(1,1)*HR+D(1,2)*HS
H(3,K) = D(2,1)*HR+D(2,2)*HS
500 RETURN

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STO17790
STO17800
STO17810
STO17820
STO17830
STO17840
STO17850
STO17860
STO17870
STO17880
STO17890
STO17900
STO17910
STO17920
STO17930
STO17940
STO17950
STO17960
STO17970
STO17980
STO17990
STO18000
STO18010
STO18020
STO18030
STO18040
STO18050
STO18060
STO18070
STO18080
STO18090
STO18100
STO18110
STO18120
STO18130
STO18140
STO18150
STO18160
STO18170
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STO18190
STO18200
STO18210
STO18220
STO18230
STO18240
STO18250
STO18260
STO18270

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2000 FORMAT (10H JACOBIAN= 1PD15.6)
      END
      SUBROUTINE GD(B,IB,G,D)
      IMPLICIT REAL*8 (A-H,O-Z)
      IF (IB) GO TO 200,300
100  G=(1-B)/2.D0
      D=-.5D0
      RETURN
200  G=1.D0-B*B
      D=-2.D0*B
      RETURN
300  G=(1.D0+B)/2.D0
      D=.5D0
      RETURN
      END
      SUBROUTINE PTAPE(NN,NR)
      IMPLICIT REAL*8 (A-H,O-Z)
      COMMON /STR/ ST(9,16), XM(16), S(16,16), ND, NS, NRP, LM(16)
      COMMON /PSAVE/ NUNRP, NEQ, NPROP, NUHEL, KTRUSS, NT, KSAVE
      GO TO (50,60,700), NN
      POSITION TAPE-----
C-----
50  IF (VR.NE.1) GO TO 100
      REWIND NT
      NRP=1
100  IP(VRP.EQ.NR) RETURN
      NX=VR-NRP
      IF (NX.LT.0) GO TO 300
      DO 200 N=1,NX
200  READ (NT)
      GO TO 500
300  NX=-NX
      DO 400 N=1,NX
400  BACKSPACE NT
500  NRP=NR
      RETURN
C-----
600  WRITE (NT) RECORD ON LOW SPEED STORAGE-----
      NRP=NRP+1
700  READ (NT) ST, XM, S, ND, NS, LM
      NRP=NRP+1
      RETURN
      END
      SUBROUTINE FORCE(D,P,NEQ,NL,NUME,NSS)
      IMPLICIT REAL*8 (A-H,O-Z)
      DIMENSION D(NEQ,NL), P(NSS,NL)
      COMMON /PSIZE/ NO, NARA, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
      COMMON /STR/ ST(9,16), XM(16), S(16,16), ND, NS, NRP, LM(16)
      DO 600 N=1, NUME

```

```

STO18280
STO18290
STO18300
STO18310
STO18320
STO18330
STO18340
STO18350
STO18360
STO18370
STO18380
STO18390
STO18400
STO18410
STO18420
STO18430
STO18440
STO18450
STO18460
STO18470
STO18480
STO18490
STO18500
STO18510
STO18520
STO18530
STO18540
STO18550
STO18560
STO18570
STO18580
STO18590
STO18600
STO18610
STO18620
STO18630
STO18640
STO18650
STO18660
STO18670
STO18680
STO18690
STO18700
STO18710
STO18720
STO18730
STO18740
STO18750
STO18760

```





```

IP(VJ.EQ.0) WRITE(NWRITE,2000) N, (I,I=1,NS)
CALL PTAPE(3,NR)
DO 300 L=1,NL
DO 200 I=1,NS
XM(I)=0.0D6
DO 200 J=1,ND
JJ=LM(J)
IF(JJ.LE.0) GO TO 200
XM(I)=XM(I)+SI(I,J)*D(JJ,L)
CONTINUE
200 IF(NC.EQ.0) WRITE(NWRITE,2001) L, (XM(I),I=1,NS)
IF(VSS.EQ.0) GO TO 500
M=NS*(N-1)+1
DO 300 I=1,NS
P(M,I)=XM(I)
300 M=M+1
500 CONTINUE
600 CONTINUE
2000 RETURN
2001 FORMAT (1H,13,X,9(1PD13.5),11H LOAD/FORCE,9(I7,6X))
END
SUBROUTINE LOAD(L,NR,NC,N3,N4)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /TEMP/ FOR(40)
DIMENSION L(NR,NC)
COMMON /PSIZE/ NC
SUBPROGRAM TO LOAD AND PRINT INTERGER ARRAY----
IP(N3.NE.0) GO TO 100
READ(NREAD,1000) ((L(I,J),J=1,NC),I=1,NR)
GO TO 200
100 READ(NREAD,1001) FOR
200 READ(NREAD,FOR) ((L(I,J),J=1,NC),I=1,NR)
IP(NC.NE.0) RETURN
IP(N4.LT.1-OR.N4.GT.20) N4=20
DO 300 I=1,NC,N4
IH=MIN0(I+N4-1,NC)
WRITE(NWRITE,2000) (K,K=I,IH)
DO 300 J=1,NR
300 WRITE(NWRITE,2001) (J,(L(J,K),K=I,IH))
RETURN
1000 FORMAT (16I5)
1001 FORMAT (40A2)
2000 FORMAT (5X,20I5)
2001 FORMAT (21I5)
END
SUBROUTINE DISPL(U,ID,NEQ,NL,NUMNP)
IMPLICIT REAL*8 (A-H,O-Z)
DIMENSION U(NEQ,NL),ID(NUMNP,6)

```

```

STO18770
STO18780
STO18790
STO18800
STO18810
STO18820
STO18830
STO18840
STO18850
STO18860
STO18870
STO18880
STO18890
STO18900
STO18910
STO18920
STO18930
STO18940
STO18950
STO18960
STO18970
STO18980
STO18990
STO19000
STO19010
STO19020
STO19030
STO19040
STO19050
STO19060
STO19070
STO19080
STO19090
STO19100
STO19110
STO19120
STO19130
STO19140
STO19150
STO19160
STO19170
STO19180
STO19190
STO19200
STO19210
STO19220
STO19230
STO19240
STO19250

```



```

C
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /TEMP/ UU(6)
DO 200 N=1,NUMNP
WRITE(NWRITE,2000)
DO 200 L=1,NL
DO 100 I=1,6
UU(I)=0.000
II=IB(N,L)
IF(II.LE.0) GO TO 100
UU(I)=UU(II,L)
CONTINUE
100 WRITE(NWRITE,2001)N,L,UU
200 RETRN
2000 FORMAT(12H NODE LOAD 13X 2HUX 13X 2HUY 13X 2HUZ 13X 2HTX
2001 13X 2HTY 13X 2HTZ)
2001 FORMAT (Z16,6(1PD15.6))
END
SUBROUTINE LOADS(ID,R,NEQ,NL,NUMNP)
IMPLICIT REAL*8 (A-H,O-Z)
DIMENSION R(NEQ,NL),ID(NUMNP,6)
COMMON /TEMP/ RR(6)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
DO 100 N=1,NEQ
DO 100 L=1,NL
R(N,L)=0.000
100 R(N,L)=0.000
IF(N.EQ.0) WRITE(NWRITE,2000)
200 READ(NREAD,1000) N,L,RR
IF(N.EQ.0) RETURN
IF(N.EQ.0) WRITE(NWRITE,2001) N,L,RR
DO 300 I=1,6
II=ID(N,L)
IF(II.LE.0) GO TO 300
R(II,L)=RR(I)
CONTINUE
300 GO TO 200
1000 FORMAT (Z15,6P10.0)
2000 FORMAT (12H NODE LOAD 13X 2HFX 13X 2HPY 13X 2HFZ 13X 2HMX
2001 13X 2HMY 13X 2HMZ)
2001 FORMAT (Z16,6(1PD15.6))
END
SUBROUTINE NODES(XYZ,NUMNP)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
DIMENSION XYZ(NUMNP,3)
C-----
100 READ(NREAD,1000)
IF(N.EQ.0) RETURN

```

STO19260  
STO19270  
STO19280  
STO19290  
STO19300  
STO19310  
STO19320  
STO19330  
STO19340  
STO19350  
STO19360  
STO19370  
STO19380  
STO19390  
STO19400  
STO19410  
STO19420  
STO19430  
STO19440  
STO19450  
STO19460  
STO19470  
STO19480  
STO19490  
STO19500  
STO19510  
STO19520  
STO19530  
STO19540  
STO19550  
STO19560  
STO19570  
STO19580  
STO19590  
STO19600  
STO19610  
STO19620  
STO19630  
STO19640  
STO19650  
STO19660  
STO19670  
STO19680  
STO19690  
STO19700  
STO19710  
STO19720  
STO19730  
STO19740



```

XYZ(N,1)=X
XYZ(N,2)=Y
XYZ(N,3)=Z
IF(C.EQ.0) WRITE(NWRITE,2000) N,XYZ(N,1),XYZ(N,2),XYZ(N,3)
GO TO 100
1000 FORMAT (I5,X,3P10.0)
2001 FORIAT (8HNODE NO 14X,1HX,14X,1HY,14X,1HZ)
2000 FORIAT (I8,3P15.3)
END
SUBROUTINE BOUND(ID,NUMP,NEQ)
IMPLICIT REAL*8 (A-H,O-Z)
DIMENSION ID(NUMP,6),II(6)
COMMON /PSIZE/ NC,NABA,NSIZE,NSP,NREAD,NWRITE
C-----ZERO ID ARRAY-----
DO 100 N=1,NUMP
DO 100 I=1,6
100 ID(N,I)=0
C-----SPECIFICATION OF UNKNOWN DISPLACEMENTS
200 READ(NREAD,1000) NL,NH1,(II(I),I=1,6),INC
IF(NL.EQ.0) GO TO 300
IF(INC.EQ.0) INC=1
IF(NH1.EQ.0) WRITE(NWRITE,1000) NL,NH1,(II(I),I=1,6),INC
DO 250 J=NL,NH1,INC
DO 250 I=1,6
250 ID(J,I)=II(I)
GO TO 300
C-----EVALUATION OF EQUATION NUMBERS-----
300 NEQ=0
DO 100 N=1,NUMP
DO 350 I=1,6
IF(ID(N,I).EQ.0) GO TO 350
NEQ=NEQ+1
ID(N,I)=NEQ
CONTINUE
IF(NC.EQ.0) WRITE(NWRITE,2000) (N,(ID(N,I),I=1,6),N=1,NUMP)
RETURN (915)
1000 FORIAT (42H0 EQUATION NUMBERS FOR NODAL DISPLACEMENTS /
2000 1 351 NODE X Y Z XX YY ZZ / (7I5))
END
SUBROUTINE GROUP3(LAST,IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON MTOT,NDP,L(1)
COMMON /PSIZE/ NC,NABA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /CARD/ INHOL(3,10),N1,N2,N3,N4,S1,S2
LOGICAL COMP
DIMENSION IOP(3,10)
DATA IOP(1,1),IOP(2,1),IOP(3,1) /4HPUNG,4H ,4H /

```

```

STO19750
STO19760
STO19770
STO19780
STO19790
STO19800
STO19810
STO19820
STO19830
STO19840
STO19850
STO19860
STO19870
STO19880
STO19890
STO19900
STO19910
STO19920
STO19930
STO19940
STO19950
STO19960
STO19970
STO19980
STO19990
STO20000
STO20010
STO20020
STO20030
STO20040
STO20050
STO20060
STO20070
STO20080
STO20090
STO20100
STO20110
STO20120
STO20130
STO20140
STO20150
STO20160
STO20170
STO20180
STO20190
STO20200
STO20210
STO20220
STO20230

```



```

C----- READ OPERATION FROM CARD OR STORAGE -----
100 CALL INPUT(IERR)
IF(IERR.GT.1) RETURN
C----- INTERPRET OPERATION -----
175 DO 200 J=1, NUMOP
N=J
IF (COMP(INHOL(1,1), IOP(1,J))) GO TO 300
CONTINUE
RETURN
C----- EXECUTE APPROPRIATE OPERATION -----
300 LAST=3
GO TO (1,2,3,4,5), N
1 CALL PUNG(IERR) RETURN
IF(IERR.GT.1) RETURN
GO TO 100
2 CALL STEP(IERR) RETURN
IF(IERR.GT.1) RETURN
GO TO 100
3 CALL EIGEN(IERR)
IF(IERR.GT.1) RETURN
GO TO 100
4 CALL DYNAM(IERR)
IF(IERR.GT.1) RETURN
GO TO 100
5 CALL PLOT(IERR)
IF(IERR.GT.1) RETURN
GO TO 100
END
SUBROUTINE PUNG(IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON HTOF,NDP,L(1)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /CARD/ INHOL(3,10),N1,N2,N3,N4,S1,S2
COMMON /ADIR/ NA,I(10)
CALL DELETE(INHOL(1,3))
IF(N1.LE.0) CALL ERCON(IERR)
IF(IERR.GT.1) RETURN
IF(N2.NE.0) N2=1
N2=N2+1
CALL LIST(INHOL(1,3),N2,N1,NDP,IERR)
N3=N3+1
CALL FIND(INHOL(1,4),IERR)
IF(IERR.GT.1) RETURN

```

```

DATA IOP(1,2), IOP(2,2), IOP(3,2), IOP(3,3), IOP(3,4), IOP(3,5) /4HSTEP,4H
DATA IOP(1,3), IOP(2,3), IOP(3,3), IOP(3,4), IOP(3,5) /4HFEIGE,4HN
DATA IOP(1,4), IOP(2,4), IOP(3,4), IOP(3,5) /4HDYNA,4HM
DATA IOP(1,5), IOP(2,5), IOP(3,5) /4HPLOT,4H
NUMOP=5

```

```

STO20240
STO20250
STO20260
STO20270
STO20280
STO20290
STO20300
STO20310
STO20320
STO20330
STO20340
STO20350
STO20360
STO20370
STO20380
STO20390
STO20400
STO20410
STO20420
STO20430
STO20440
STO20450
STO20460
STO20470
STO20480
STO20490
STO20500
STO20510
STO20520
STO20530
STO20540
STO20550
STO20560
STO20570
STO20580
STO20590
STO20600
STO20610
STO20620
STO20630
STO20640
STO20650
STO20660
STO20670
STO20680
STO20690
STO20700
STO20710
STO20720

```





```

      NM=IA
      CALL FIND(INHOL(1,2), IERR)
      IF(IERR.GT. 1) RETURN
      IF(I(4).NE.2) CALL ERCOM(IERR)
      IF(IERR.GT. 1) RETURN
      CALL PUNGS(L(MA), L(N3), I(3), N1, N2, L(N4))
      RETURN
END
SUBROUTINE PUNGS(G, GG, NC, N1, N2, DT)
  IMPLICIT REAL*8 (A-H, O-Z)
  DIMENSION G(2, NC), GG(N2, N1)
  T=3(1, 1)
  J=1
  NCC=NC-1
  DO 200 I=1, NCC
    S=(G(2, I+1)-G(2, I))/(G(1, I+1)-G(1, I))
    GG(1, J)=T
    GG(N2, J)=G(2, I)+S*(T-G(1, I))
    IF(J.EQ.N1) RETURN
    J=J+1
  T=T+DT
  IF(T.LT.G(1, I+1)) GO TO 100
  CONTINUE
  CALL ERCOM(IERR)
  RETURN
END
SUBROUTINE STEP(IERR)
  IMPLICIT REAL*8 (A-H, O-Z)
  COMMON MTOF, NDF, L(1)
  COMMON /PSIZE/ NO, NARA, NSIZE, NSP, NREAD, NWRITE, NH, NDIR
  COMMON /CARD/ INHOL(3, 10), N1, N2, N3, N4, S1, S2
  COMMON /ADIR/ NA, I(10)
  CALL DELETE(INHOL(1, 2), IERR)
  CALL FIND(INHOL(1, 2), IERR)
  IF(I(3).NE.I(4)) CALL ERCOM(IERR)
  IF(IERR.GT. 1) RETURN
  NK=NA
  NI=I(3)
  CALL FIND(INHOL(1, 3), IERR)
  IF(I(3).NE.I(4)) CALL ERCOM(IERR)
  IF(IERR.GT. 1) RETURN
  NM=NA
  CALL FIND(INHOL(1, 4), IERR)
  IF(I(3).NE.I(4)) CALL ERCOM(IERR)
  IF(IERR.GT. 1) RETURN
  NC=NA
  CALL FIND(INHOL(1, 5), IERR)
  IF(IERR.GT. 1) RETURN
  NI=IA

```

```

STO20730
STO20740
STO20750
STO20760
STO20770
STO20780
STO20790
STO20800
STO20810
STO20820
STO20830
STO20840
STO20850
STO20860
STO20870
STO20880
STO20890
STO20900
STO20910
STO20920
STO20930
STO20940
STO20950
STO20960
STO20970
STO20980
STO20990
STO21000
STO21010
STO21020
STO21030
STO21040
STO21050
STO21060
STO21070
STO21080
STO21090
STO21100
STO21110
STO21120
STO21130
STO21140
STO21150
STO21160
STO21170
STO21180
STO21190
STO21200
STO21210

```



```

1000 CALL LIST(INHOL(1,6),N,N2,NDP,IERR)
2000 IF(IERR.GT.1) RETURN
      NU=NA
      READ(NREAD,1000) DEL,ALP,THE
      IF(ND.EQ.0) WRITE(NWRITE,2000) DEL,ALP,THE
      CALL FIND(INHOL(1,7),IERR)
      IF(IERR.GT.1) RETURN
      ND=NA
      CALL FIND(INHOL(1,8),IERR)
      IF(IERR.GT.1) RETURN
      NP=NA
      CALL FIND(INHOL(1,9),IERR)
      IF(IERR.GT.1) RETURN
      CALL STEPS(L(NK),L(NM),L(NC),L(NI),L(ND),L(NP),L(NU),N,N1,N2,L(NA)
1      DEL,ALP,THE)
      RETURN(3P10.0)
1000 FORMAT(2X,4HDEL=1PD15.6,3X4HALF=1PD15.6,3X,4HTHE=1PD15.6)
2000 END
      SUBROUTINE STEPS(S,XM,C,UI,D,P,U,N,N1,N2,DTT,DEL,ALP,THE)
      IMPLICIT REAL*8 (A-H,O-Z)
      DIMENSION S(N,N),XM(N,N),C(N,N),UI(N,3),U(N,N2),D(1),P(1)
      COMPUTE INTEGRATION CONSTANTS
      IF(PHE.EQ.0.0D0) THE=1.0D0
      DT=PHE*DTT
      A0=1.D0/(ALP*DT*DT)
      A1=DEL/(ALP*DT)
      A2=1.D0/(ALP*DT)
      A3=0.5D0/(ALP-1.D0)
      A4=DEL/(ALP-1.D0)
      A5=0.5D0*DT*(DEL/ALP-2.D0)
      A6=DTT*(1.D0-DEL)
      A7=DTT*DEL
      A8=(-.5D0-ALP)*DTT*DTT
      A9=ALP*DTT*DTT
      FOR1 AND TRIANGULARIZE EFFECTIVE STIFFNESS MATRIX-----
      DO 100 I=1,N
      DO 100 J=1,N
      S(I,J)=S(I,J)+A0*XM(I,J)+A1*C(I,J)
100    CALL SYNSOL(S,UI,N,1,0)
      C----- FOR EACH TIME STEP-----
      K=1
      DO 100 I=1,N2
      DO 400 J=1,N1
      C      1. CALCULATE EFFECTIVE LOAD AT TIME T+DT
      K=K+1
      PF=P(K-1)+THE*(P(K)-P(K-1))
      DO 200 L=1,N
      U(L,I)=D(L)*PF
200

```

ST02 1220  
ST02 1230  
ST02 1240  
ST02 1250  
ST02 1260  
ST02 1270  
ST02 1280  
ST02 1290  
ST02 1300  
ST02 1310  
ST02 1320  
ST02 1330  
ST02 1340  
ST02 1350  
ST02 1360  
ST02 1370  
ST02 1380  
ST02 1390  
ST02 1400  
ST02 1410  
ST02 1420  
ST02 1430  
ST02 1440  
ST02 1450  
ST02 1460  
ST02 1470  
ST02 1480  
ST02 1490  
ST02 1500  
ST02 1510  
ST02 1520  
ST02 1530  
ST02 1540  
ST02 1550  
ST02 1560  
ST02 1570  
ST02 1580  
ST02 1590  
ST02 1600  
ST02 1610  
ST02 1620  
ST02 1630  
ST02 1640  
ST02 1650  
ST02 1660  
ST02 1670  
ST02 1680  
ST02 1690  
ST02 1700



```

DO 250 L=1,N
X=A3*UI(L,1)+A2*UI(L,2)+A3*UI(L,3)
Y=A1*UI(L,1)+A4*UI(L,2)+A5*UI(L,3)
DO 250 M=1,N
U(M,1)=U(M,1)+XM(M,L)*X+C(M,L)*Y
250 C SOLVE FOR DISPLACEMENT AT T+DT
C CAL. SYMSOL(S,U(1,1),N,1,2,0)
C 3. CALCULATE ACCELERATIONS AND VELOCITIES AT TIME T+DT
DO 300 L=1,N
A=A3*UI(L,1)-UI(L,1)-A2*UI(L,2)-A3*UI(L,3)
DA={A-UI(L,3)}/THE
A=UI(L,3)+DA*UI(L,3)+A7*A
V=UI(L,2)+A6*UI(L,2)+A8*UI(L,3)+A9*A
U(L,1)=UI(L,1)+DT*V
UI(L,2)=V
300 UI(L,1)=U(L,1)
400 CONTINUE
C
RETURN
END
SUBROUTINE DYNAM(IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON MTOT,NDP,L(1)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /CARD/ INHOL(3,10),N1,N2,N3,N4,S1,S2
COMMON /ADIR/ NA,I(10)
SUBROUTINE TO EVALUATE MODAL DYNAMIC RESPONSE-----
CALL DELETE(INHOL(1,6),IERR)
CALL FIND(INHOL(1,2),IERR)
IP(IERR,GT,1) RETURN
N2=NA
N1(3)*I(4)
CALL FIND(INHOL(1,3),IERR)
IP(IERR,GT,1) RETURN
N3=1A
N5=I(3)*I(4) CALL ERCOM(IERR)
IP(IERR,GT,1) RETURN
CALL FIND(INHOL(1,4),IERR)
IP(IERR,GT,1) RETURN
N4=NA
N5=I(3)*I(4)
IP(N,NE,N5) CALL ERCOM(IERR)
IP(IERR,GT,1) RETURN
CALL FIND(INHOL(1,5),IERR)
IP(IERR,GT,1) RETURN
N5=1A
CALL FIND(INHOL(1,7),IERR)

```

ST021710  
ST021720  
ST021730  
ST021740  
ST021750  
ST021760  
ST021770  
ST021780  
ST021790  
ST021800  
ST021810  
ST021820  
ST021830  
ST021840  
ST021850  
ST021860  
ST021870  
ST021880  
ST021890  
ST021900  
ST021910  
ST021920  
ST021930  
ST021940  
ST021950  
ST021960  
ST021970  
ST021980  
ST021990  
ST022000  
ST022010  
ST022020  
ST022030  
ST022040  
ST022050  
ST022060  
ST022070  
ST022080  
ST022090  
ST022100  
ST022110  
ST022120  
ST022130  
ST022140  
ST022150  
ST022160  
ST022170  
ST022180  
ST022190



```

IP(ERR.GT. 1) RETURN
N6=NA
CALL LIST(INHOL(1,6),N,N1,NDP,IFERR)
IP(ERR.GT. 1) RETURN
CALL DYNAMS(L(N2),L(N3),L(N4),L(N5),L(N6),N1,N,L(N6))
RETURN
END
SUBROUTINE DYNAMS(FQ,DAM,P,PA,X,NTIME,NH,DDT)
IMPLICIT REAL*8 (A-H,O-Z)
DIMENSION FQ(NH),DAM(NH),P(NH),X(NH,NTIME),PA(2,1)
EVALUATION OF MODAL RESPONSE ... USING EXPLICIT INTEGRATION
DO 700 M=1,NH
  W=P2(M)
  DAMP=DAM(M)
  WW=W*W
  ZW=DAMP*W
  TZW=2.D0*ZW
  WD=W*DSORT(1.0D0-DAMP*DAMP)
  FB=PZW/WW*WW
  PA=ZW/WW
  PV=ZW*WW
  PVD=WW*(2.D0*DAMP*DAMP-1.0D0)
  PBB=(2.D0*DAMP*DAMP-1.0D0)/WW
  L=0
  II=1
  V0=1
  VDO=0.D0
  TO=PA(1,1)
10 DT=)DT
50 B=(PA(2,II+1)-PA(2,II))/(PA(1,II+1)-PA(1,II))
  A=P(M)*PA(2,II)+B*(TO-PA(1,II))
  TT=VJ+DT
  IP(PA(1,II+1),GT.TT) GO TO 100
  DELT=PA(1,II+1)-TO
  GO TO 200
100 DELT=DT
C 200 EX=)EXP(-ZW*DELT)
  PT=VJ+DELT
  CS=)COS(PT)
  SN=)SIN(PT)
  VT=(VDO+ZW*VO-PA*A+PBB*B)*SN/WD
  VT=VT+(VO-A/WW+PBB*B)*CS
  VT=VT+EX+A/WW-PBB*B*B*DELT/WW
  VDT=(A-WW*VO-ZW*(VDO+B/WW))*SN/WD
  VDT=EX*(VDO-B/WW)*CS+VDT*B/WW
  VDDT=(B+PV*VO+PVD*VDO-ZW*A)/WD

```

STO22200  
 STO22210  
 STO22220  
 STO22230  
 STO22240  
 STO22250  
 STO22260  
 STO22270  
 STO22280  
 STO22290  
 STO22300  
 STO22310  
 STO22320  
 STO22330  
 STO22340  
 STO22350  
 STO22360  
 STO22370  
 STO22380  
 STO22390  
 STO22400  
 STO22410  
 STO22420  
 STO22430  
 STO22440  
 STO22450  
 STO22460  
 STO22470  
 STO22480  
 STO22490  
 STO22500  
 STO22510  
 STO22520  
 STO22530  
 STO22540  
 STO22550  
 STO22560  
 STO22570  
 STO22580  
 STO22590  
 STO22600  
 STO22610  
 STO22620  
 STO22630  
 STO22640  
 STO22650  
 STO22660  
 STO22670  
 STO22680





```

VDDI=EI*((A-WW*VO-TZM*VDO)*CS+VDDT*SN)
VO=VT
VDO=VDT
C
IF(PA(1,II+1).GT.TT) GO TO 500
DT=DT-DELT
II=II+1
TO=PA(1,II)
IF(OT-EQ-0.00) GO TO 600
GO TO 50
TO=TO+DT
L=L+1
X(M,L)=VT
IF(L.LT.NTIME) GO TO 10
C
700 CONTINUE
END
SUBROUTINE EIGEN(IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /TOT/NDP(1)
COMMON /PSIZE/NO,NBAR,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /CARD/NA(10)
COMMON /CATE/INHOL(1,3)
CALL DELE(INHOL(1,3),IERR)
CALL FIND(INHOL(1,2),IERR)
IF(L(3).NE.I(4)) CALL ERCOM(IERR)
IF(IERR.GT.1) RETURN
N2=I(4)
N3=NA
CALL FIND(INHOL(1,4),IERR)
IF(L(1).NE.N2) CALL ERCOM(IERR)
IF(IERR.GT.1) RETURN
N4=NA
CALL LIST(INHOL(1,3),N2,N2,NDP,IERR)
IF(IERR.GT.1) RETURN
CALL EIGENS(L(N3),L(N4),L(N4),N2,N1,N3)
IF(NS.EQ.0) WRITE(NWRITE,2000) N1,N3
2000 FORMAT(13,27H FIGURE TOLERANCE SPECIFIED / I6,
1 20H ROTATIONS PERFORMED )
END
SUBROUTINE EIGENS(H,U,E,N,NS,NR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /PSIZE/NO,NBAR,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
DIMENSION H(N,1),U(N,1),E(N)
IF(NS.EQ.0) NS=4
TEST=1.0D0/10.0D0**(2*NS)
C

```



```

NN=1-1
NR=0
NRLM=5*N*N
TOLER=0.1D0
ZERO=0.0D0
C-----NORMALIZE TO UNIT MATRIX-----
DO 10 I=1,N
10 E(I)=1.0D0/DSQRT(E(I))
DO 30 I=1,N
DO 20 J=1,N
H(I,J)=E(I)*H(I,J)*E(J)
20 U(I,J)=0.0D0
30 ZERO=ZERO+DABS(H(I,I))
30 U(I,I)=1.0D0
ZERO=ZERO*1.0D-16
C-----REDUCE MATRIX-----
XMAX=0.0D0
DO 700 II=1,NN
JJ=II+1
DO 600 JJ=JL,N
C-----CHECK IF ROTATION IS REQUIRED-----
HII=H(II,II)
HIJ=H(II,JJ)
HJJ=H(JJ,JJ)
D=DABS(HII*HJJ)
H2=HIJ*HIJ
IF(H2.GT.XMAX*D) XMAX=H2/D
IF(H2.LT.TOLER*D) GO TO 600
C-----COMPUTE TAN, SIN AND COS-----
NR=NR+1
IF(JABS(HIJ)-ZERO) 300,300,320
300 CS=0.0D0
SN=1.0D0
GO TO 350
320 HT=5D0*(HII-HJJ)/HIJ
TN=HT-DSIGN(DSQRT(HT*HT+1.0D0),HT)
SN=CS*TN
S2=S*SN
C-----REDUCE II,JJ ELEMENT TO ZERO-----
HT=2.D0*HII*CS*SN
H(II,JJ)=0.0D0
H(JJ,II)=HI*CS2+HT+HJJ*S2
H(JJ,JJ)=HI*S2+HT+HJJ*CS2
DO 530 I=1,N
IF(I-II) 370,530,420
370 HT=H(II,II)
H(II,II)=CS*HT+SN*H(I,JJ)

```

ST023180  
ST023190  
ST023200  
ST023210  
ST023220  
ST023230  
ST023240  
ST023250  
ST023260  
ST023270  
ST023280  
ST023290  
ST023300  
ST023310  
ST023320  
ST023330  
ST023340  
ST023350  
ST023360  
ST023370  
ST023380  
ST023390  
ST023400  
ST023410  
ST023420  
ST023430  
ST023440  
ST023450  
ST023460  
ST023470  
ST023480  
ST023490  
ST023500  
ST023510  
ST023520  
ST023530  
ST023540  
ST023550  
ST023560  
ST023570  
ST023580  
ST023590  
ST023600  
ST023610  
ST023620  
ST023630  
ST023640  
ST023650  
ST023660



```

      H(I,JJ)=-SN *HT+CS *H(I,JJ)
      GO TO 530
420  IF(I-JJ) 430,530,480
430  HT=H(I,I) *CS *HT+SN *H(I,JJ)
      H(I,JJ)=CS *HT+SN *H(I,JJ)
      GO TO 530
480  HT=H(I,I) *CS *HT+SN *H(JJ,I)
      H(JJ,I)=-SN *HT+CS *H(JJ,I)
530  CONTINUE ON EIGENVECTORS -----
C-----
540  DO 550 I=1,N
      HT=J(I,I)
      U(I,I)=CS *HT+SN *U(I,JJ)
550  U(I,JJ)=-SN *HT+CS *U(I,JJ)
600  CONTINUE
700  CONTINUE
C-----
C-----TEST FOR END OF ITERATION AND SET NEW TOLERANCE
      IF(MRLM.LT.NR) GO TO 1000
      IF(XMAX.LT.TEST) GO TO 710
      TOL=0.1000*XMAX
      GO TO 50
C-----
C-----NORMALIZE AND ORDER EIGENVECTORS -----
710  DO 300 I=1,N
      DO 750 J=1,N
750  U(I,J)=U(I,J) *E(I)
800  E(I)=H(I,I)
      DO 300 I=1,N
C-----
C-----ORDER EIGENVALUES AND EIGENVECTORS -----
      JL=I+1
      HT=3(I)
      IM=I
      DO 350 J=JL,N
      IF(HT.LT.E(J)) GO TO 850
      HT=E(J)
      IM=J
850  CONTINUE
      E(IM)=E(I)
      E(I)=HT
      DO 300 J=1,N
      HT=J(J,I)
      U(J,I)=U(J,IM)
900  U(J,IM)=HT
      RETURN
C-----
1000  WRITE(NWRITE,2000)
      RETURN
2000  FORMAT(41H0ITERATION TERMINATED WITHOUT CONVERGENCE )

```



```

C-----
SUBROUTINE PLOTS(A,K,KODE,NROW,NR,NC,N1)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
DIMENSION A(NR,NC),K(121),KODE(N1),NROW(N1)
SUBROUTINE TO PRINTER PLOT N1 ROWS OF ARRAY A
DATA INDIA /2H /,IBLANK /2H /,IZERO /2H /
READ (NREAD,1000) (KODE(I),NROW(I),I=1,N1)
IF (NO.NE.0) RETURN
WRITE(NWRITE,2000) (KODE(I),NROW(I),I=1,N1)
LOCATE LARGEST AND SMALLEST ELEMENTS-----
II=NROW(1)
AL=A(II,1)
DO 100 I=1,N1
II=NROW(II)
AS=A(II,1)
100 IF (II.NE.0) RETURN
DO 100 J=1,NC
AX=A(II,J)
AL=AX
IP(AX.LT.AS) AS=AX
CONTINUE
AX=(AL-AS)/120.D0
WRITE(NWRITE,2001) AX,AS,AL
K0=-AS/AX+1.D0
DO 300 I=1,NC
FILL LINE BUFFER WITH BLANKS AND CODES---
DO 300 J=1,121
K(J)=IBLANK
300 K(1)=INDIA
END

```

```

END
SUBROUTINE PLOT(IERR)
IMPLICIT REAL*8 (A-H,O-Z)
COMMON /TOT NDP/ L(1)
COMMON /PSIZE/ NO,NARA,NSIZE,NSP,NREAD,NWRITE,NH,NDIR
COMMON /CARD/ INHOL(3,10),N1,N2,N3,N4,S1,S2
COMMON /ADIE/ NA,I(10)
DIMENSION IPLOT(3)
DATA IPLOT /4HPLCT,4HNM,4H /
NT=121+N1+N1
CALL LIST(IPLOT,1,NT,NSP,IERR)
IP(IERR-GT.1) RETURN
NP=NA+121
NK=NA+121
NN=NK+N1
CALL FIND(INHOL(1,2),IERR)
IP(IERR-GT.1) RETURN
CALL PLOTS(L(NA),L(NP),L(NK),L(NN),I(4),I(3),N1)
CALL DELETE(IPLOT)
RETURN
END

```

STO24160  
 STO24170  
 STO24180  
 STO24190  
 STO24200  
 STO24210  
 STO24220  
 STO24230  
 STO24240  
 STO24250  
 STO24260  
 STO24270  
 STO24280  
 STO24290  
 STO24300  
 STO24310  
 STO24320  
 STO24330  
 STO24340  
 STO24350  
 STO24360  
 STO24370  
 STO24380  
 STO24390  
 STO24400  
 STO24410  
 STO24420  
 STO24430  
 STO24440  
 STO24450  
 STO24460  
 STO24470  
 STO24480  
 STO24490  
 STO24500  
 STO24510  
 STO24520  
 STO24530  
 STO24540  
 STO24550  
 STO24560  
 STO24570  
 STO24580  
 STO24590  
 STO24600  
 STO24610  
 STO24620  
 STO24630  
 STO24640





```

K(121) = INDIA
IF(K0.GT.0) K(K0) = IZERO
DO 400 J=1, N1
  JJ=NROW(J)
  II=(A(JJ)-AS)/AX+1.D0
  K(II)=KOE(J)
  WRITE(NWRITE,2003) K
  WRITE(NWRITE,2004)
  RETJRN
1000 FORMAT (1A1,I4)
2000 FORMAT (11H0SYMBOL ROW / (5X,1A1,I5))
2001 FORMAT (11H ONE SPACE= 1PD15.6/5HMINIMUM= 1PD15.6,74X 9HMAXIMUM=
1 1PD15.6/ 122(1H0))
2003 FORMAT (1H 12(1A1)
2004 FORMAT (122(1H0))
END

```

STO24650  
 STO24660  
 STO24670  
 STO24680  
 STO24690  
 STO24700  
 STO24710  
 STO24720  
 STO24730  
 STO24740  
 STO24750  
 STO24760  
 STO24770  
 STO24780  
 STO24790  
 STO24800



## APPENDIX B - USER'S MANUAL

This appendix provides details on use of CAL with the IBM 360/67 computer at NPS. Section I provides details on the command structure. Section II is a summary of commands available. Section III provides the job control language for executing the program in both the batch and interactive modes at NPS. Section IV contains detailed specifications for each available command. Finally, section V gives direction for solving larger problems with CAL. The majority of this appendix was originally published as reference (3). The author wishes to express appreciation to Professor Wilson for permission to use this material.



## I. FORM AND RESTRICTION OF THE LANGUAGE

CAL is an interpretive language which is designed to manipulate arrays and matrices and to perform several standard structural analysis operations. A CAL program run involves the reading of the input deck once and executing the commands designated by the operation cards as they are encountered. Looping operations allow a sequence of commands to be executed more than once.

The input deck is composed of operation cards and data cards. The data cards directly follow each operation card which requires data (see LOOP operation for exception to this). The operation card contains the name of the operation to be executed, names of arrays associated with the operation and integer constants. Examples of the general form of this card are

```
OP,M1,M2,M3,M4,M5,N1,N2,N3,N4  COMMENTS
```

```
OP,M1,N1,N2
```

```
OP,N1
```

```
OP
```

in which OP is the name of the operation to be executed, Mi is the name of an array and Ni is an integer. The names of OP or Mi are one to eight alphabetic or numeric characters to be selected by the user. The first character of a name must be alphabetic. The sequence of terms OP,Mi and Ni must be separated by commas. Characters following a blank will be printed as comments in the output from the program run.

If an operation attempts to load or generate an array which previously existed the program will delete the array before the execution of the operation. A new array need not be the same size of the old array which had the same name.



## II. SUMMARY OF COMMANDS

### A. GENERAL COMMANDS

\* indicates a significant change or addition in CAL-NPS

START	- Initialize for the next problem	
STOP	- Normal termination	
NO	- Temporary suppression of output	
YES	- Restores output	
LABEL	- Print comments	
READ	- Change logical device for input	*
WRITE	- Change logical device for output	*
TIME	- Suppress time printout	*
SAVE	- Interrupt a problem	*
RESUME	- Continue an interrupted problem	*
LIST	- List arrays and storage used	*

### B. GENERAL MATRIX COMMANDS

LOAD	- Load user defined matrix	
ZERO	- Create null or unit matrix	
PRINT	- Matrix print operation	*
DUP	- Matrix duplication	
ADD	- Matrix addition	
SUB	- Matrix subtraction	
MULT	- Matrix multiplication	
TRAN	- Matrix transpose	
SCALE	- Multiply a matrix by a scalar	
SOLVE	- Solution of linear equations	*
DUPSM	- Form sub-matrix from large matrix	
STOSM	- Store sub-matrix in large matrix	
DUPDG	- Form row matrix from diagonal	





STODG - Store row on diagonal  
 MAX - Evaluate row maximums  
 NORM - Evaluate matrix norms  
 INVEL - Inverte each term in matrix  
 SQREL - Square root of each term in matrix  
 LOG - Natural log of each term in matrix  
 PROD - Evaluate product of all terms in matrix  
 DELETE - Delete matrix from storage

### C. STATIC ANALYSIS OPERATIONS

NODES - Input joint geometry  
 BOUND - Specify boundary conditions  
 BEAM - Form 3-D beam stiffness matrix  
 TRUSS - Form 3-D truss stiffness matrix  
 PLANE - Form 3 to 8 node plane stiffness matrix  
 SLOPE - Form stiffness matrix from slope/deflection eq.  
 FRAME - Form 2-D frame stiffness matrix  
 LOADI - Load integer array (connectivity matrix) \*  
 LOADS - Form load vector  
 ADDSF - Form global stiffness and mass matrices  
 ADDK - Add element matrix to global matrix  
 MEMFRC - Calculate element forces from joint displacements  
 DISPL - Print joint displacements  
 FORCE - Evaluate and print member forces

### D. DYNAMIC ANALYSIS OPERATIONS

FUNG - Generate equal interval time function  
 STEP - Integrate dynamic equilibrium equations  
 EIGEN - Evaluate mode shapes and frequencies  
 DYNAM - Evaluate uncoupled equations of motion by  
           mode superposition method  
 PLOT - Line printer plot of joint time history



E. LOOP OPERATIONS

LOOP - Start of loop

NEXT - End of loop

SKIP - Conditional skip of operations within loop

F. NAMES AVAILABLE FOR USER SUBROUTINES

USERA

USERB



### III. JCL FOR EXECUTION

The jbb control language (JCL) necessary to initiate program execution for the OS/MVT (batch) system is:

```
//(standard green job card)
// EXEC CAL
//SYSIN DD *
```

CAL COMMANDS AND DATA CARDS

/\*

For the CP/CMS (time-sharing) system the procedure is:

```
use standard login procedure, then
CP LINK 0099P 191 199 PASS= ESAN
LOGIN 199 A,P
CAL
```

CAL COMMANDS AND DATA CARDS

The following information is provided for the user who wishes to use his own subroutine or solve larger problems than allowed with the default core allocation. The load module library for the OS/MVT operating system is in partitioned data set P0099.CAL on DISK02. The load module is assigned member name MODULE. The file used as a scratch



pad is FT01F001. File FT02F001 is used as the scratch file for the SAVE and RESUME operations. The FT01F001 file is currently pointed at the SYSDA disk and FT02F001 is pointed at dummy. If for any reason a user desires to use the SAVE operation with the OS/MVT system, both FT01F001 and FT02F001 must be redefined. See Computer Center TN No. 0141-05, USER LIBRARIES AND SOURCE CODE EDITING UNDER OS for procedures. File FT01F001 requires 3404 bytes of storage per element. File FT02F001 requires a total of 4 times the dimension of the L array plus 8 bytes and should have RECFM=VBS.

For C?/CMS, the execution routine is

```
&TYPEOUT OFF
CP SET LINELN 130
GLOBAL T SYSLIB SSPLIB
FILEDEF 01 DSK-P4 FILE FT01F001 RECFM VS LRECL 3408
BLKSIZE 3412
FILEDEF 02 DSK-P4 FILE FT02F001 RECFM VS LRECL 7290
BLKSIZE 7294
FILEDEF 04 DSK
FILEDEF 08 PRT RECFM FBA LRECL 133 (PERM)
LOAD STORE USER CALH (CLEAR NCMAP XEQ)
```

FT01F001 is the scratch pad for the structural analysis. FT02F001 is created by the SAVE operation. Both FT01F001 and FT02F001 must be available for the RESUME operation.

Temporary additional storage can be obtained, if needed, by typing GETTEMP while in CMS. The GETTEMP execution routine is:

```
&TYPEOUT OFF
VSET RDYMSG OFF
CP SET LINELN 130
&BEGSTACK
VSET BLIP +
```





CP DEFINE T2314 192 4  
FORMAT T ALL (NOTYPE)  
RELEASE 192 T  
LOGIN 192 P  
LOGIN 191 B,P  
&ENDSTACK



#### IV. CAL COMMAND SPECIFICATIONS

##### A. GENERAL MATRIX OPERATIONS

CAL has most of the standard matrix operations plus some special array operations which are useful in structural analysis. The following is a list of approximately 25 operations which are used for control and general matrix manipulation.

+ indicates the formation of a new matrix. A matrix previously defined with the same name will be deleted.

- indicates modification of an existing matrix.

-----  
START

This operation eliminates all arrays which were perviously loaded or generated.

-----  
STOP

This operation causes normal termination of a CAL program.

-----  
NO  
YES

These operations are used to selectively suppress output from CAL. The NO operations suppresses all printing, except diagnostics, until the operation YES is encountered. Therefore, in subsequent runs of the same CAL program, output which was previously correct need not be reprinted if these cards are inserted in the data deck.

-----  
LABEL, N1

This operation will read and print N1 comment cards which follow this operation card. Column 1 of each card will be interpreted as a standard carriage control symbol (i.e. 0 for double space and 1 for skip to the top of the next page).



---

## READ,N1

THIS OPERATION IS VALID ONLY WITH THE CP/CMS TIME SHARING SYSTEM.

This operation permits the selection of the offline printer or the terminal as the input file device. Default is the terminal. N1 = 4 will read subsequent commands from FILE FT04F001 on the users p-disk. N1 = 5 will restore the terminal as the input file device. All disk files prepared for use with this command should end with either STOP or READ,4. This command will not be executed on the OS/MVT (batch) system.

---

## WRITE,N1

THIS OPERATION IS VALID ONLY WITH THE CP/CMS TIME SHARING SYSTEM.

This operation permits the selection of the offline printer or the terminal as the output file device. Default is the terminal and all error messages will be printed at the terminal regardless of the output file device selected. N1 = 3 selects the offline printer. N1 = 6 restores the terminal as the output file device. This command will not be executed on the OS/MVT (batch) system.

---

## TIME

This operation permits the time printout to be suppressed without loss of other output. A second TIME will restore the time printout unless the print output is suppressed with the NO command.

---

## SAVE

The SAVE command creates FILE FT02F001 containing all arrays in storage at the time of issuance. Note that saved arrays will contain any modification since creation. For instance, if a matrix has been reduced by the SOLVE operation, the reduced form of the matrix will be stored in FILE FT02F001. Note the requirements discussed previously for use of this command with the OS system.

---

## RESUME

The RESUME operation reads FILE FT02F001 into memory. Any arrays currently in storage will be destroyed. FILE FT02F001 must have previously been created on a mass storage device using the SAVE operation. Note that FILE FT01F001 must also be accessible if an interrupted structural analysis problem is being resumed.

---

## LIST

The LIST operation prints the directory information for arrays in storage and the amount of storage used.



-----  
LOAD,<sup>+</sup>M1,N1,N2,N3

This operation will load an array of real numbers named M1 which has N1 rows and N2 columns. The terms of the array are punched in row-wise sequence on data cards following this operation. If N3 is zero or blank, the cards are punched in a format of (8F10.0). If N3 is nonzero, an additional card containing the format of the data cards must follow this operation and precede the data cards. If the data is to be 4 numbers per card in field widths of 15, the additional cards would contain the following information: (4F15.0).

-----  
ZERO,<sup>+</sup>M1,N1,N2,N3,N4

A real matrix named M1 is created with N1 rows and N2 columns. The terms in this matrix will have the following values.

$$\begin{aligned} M1(I,I) &= N3 & I &= 1, \dots, N1 \\ M1(I,J) &= N4 & J &= 1, \dots, N2 \end{aligned}$$

Therefore, this operation can be used to form null or unit matrices.

-----  
PRINT,M1 or PRINT,M1,N1 or PRINT,M1,N1,N2 or PRINT,M1,,N2

This operation will print the real array named M1 in a matrix format of up to 8 columns per line. If N1 is greater than zero the operation will read and print N1 comment cards which follow the operation card. N2 is optional but note that an extra comma must be used in place of N1 if no printed title is desired. The matrix M1 will be printed in partitioned form with N2 columns per partition. Lines will have N1\*15+5 characters. N2 defaults to 8, printing 125 characters per line. The user is cautioned not to overcome the capacity of the printing device in use.

-----  
DUP,<sup>+</sup>M1,M2

This operation will form an array named M2 which is identical to the array named M1.

-----  
ADD,<sup>-</sup>M1,M2

This operation will replace matrix M1 with the sum of the matrices M1 and M2.

-----  
SUB,<sup>-</sup>M1,M2

This operation will replace matrix M1 with matrix M1 less matrix M2.





-----  
MULT, M1, M2, M3<sup>+</sup>

This operation generates a new matrix M3 which is the product of matrices M1 and M2, or  $M3 = M1 * M2$ .

-----

TRAN, M1, M2<sup>+</sup>

This operation generates a new matrix M2 which is the transpose of matrix M1.

-----

SCALE, M1, M2<sup>-</sup>

This operation replaces each term in the matrix named M1 with the term multiplied by the term M2(1,1) of the matrix named M2.

-----

SOLVE, M1, M2, N1, N2 or SOLVE, M1, M2, , N2 or SOLVE, M1, N1, N2 or  
SOLVE, M1, M2, N1 or SOLVE, M1, M2 or SOLVE, M1

If N1 = 0, this operation solves the matrix equation  $AX=B$ . M1 is the name of the A matrix and M2 is the name of the B matrix. Matrix A is triangularized and the results X, are stored in M2.

If N1=1 Matrix A is triangularized only.

N1=2 For a given B matrix and the A matrix previously triangularized, the B matrix is replaced by the results X.

N1=3 Matrix A is replaced by its inverse FOR SYMMETRIC MATRICES ONLY.

N2=0 or blank, matrix A is symmetric. If N2 is nonzero the matrix A is not symmetric.

For symmetric matrices, matrix A is factored into the LDL form. The diagonal D matrix is stored on the diagonal of A. The parameter N2 permits the direct solution of non-symmetric systems of equations. If N2 is not equal to 0, an LU decomposition of matrix A will be performed. No direct replacement of M1 by its inverse is available for the non-symmetric case. Instead, use the ZERO operation to create an identity matrix M2 of the same order as M1. The command SOLVE, M1, M2, , N2 will then replace the matrix M2 with the inverse of the matrix A.

-----

DUPSM, M1, M2, N1, N2, N3, N4<sup>+</sup>

This operation forms a new submatrix named M2 with N3 rows and N4 columns from terms within the matrix named M1. The first term of matrix M2, M2(1,1), will be from row N1 and column N2 of matrix M1, or M1(N1, N2).



-----  
STOSM,  $\bar{M1}$ , M2, N1, N2

This operation stores a submatrix named M2 within the matrix named M1. The first term of the submatrix M2 will be stored at row N1 and column N2 of matrix M1. The terms within the area of M1 in which M2 is stored will be destroyed.

-----

DUPDG, M1,  $\overset{+}{M2}$

This operation forms a new row matrix named M2 from the diagonal terms of matrix M1.

-----

STODG,  $\bar{M1}$ , M2

This operation stores a row or column matrix named M2 at the diagonal locations of matrix M1.

-----

MAX, M1,  $\overset{+}{M2}$

This operation forms a column matrix named M2 in which each row contains the maximum absolute value of the corresponding row in matrix M1. The maximum and its column number is printed for each row.

-----

NORM, M1,  $\overset{+}{M2}$ , N1

If N1 = 0, a row matrix named M2 is formed in which each column contains the sum of the absolute values of the corresponding column of matrix M1. If N1  $\neq$  0, a row matrix named M2 is formed in which each column contains the square root of the sum of the squares of the values of the corresponding columns of matrix M1.

-----

INVEL,  $\bar{M1}$

This operation replaces each term in the matrix named M1 with its inverse.

-----

SQREL,  $\bar{M1}$

This operation replaces each term in the matrix named M1 with the square root of the term.

-----

LOG, M1

This operation replaces each term in the matrix named M1 with the natural log of the term.



-----  
PROD, M1, M2<sup>+</sup>

This operation forms a 1 x 2 array named M2 which contains the product of all terms in the matrix M1. The product, X, is stored as two numbers of the form

$X = P \cdot 10^E$   
in which M2(1) = P and M2(2) = E, the exponent.

-----  
DELETE, M1<sup>-</sup>

This operation will cause the elimination from storage of the array named M1.



## B. STATIC ANALYSIS OPERATIONS

The purpose of this series of operations is to form the total stiffness and diagonal (lumped) mass matrices for systems of two or three-dimensional elements. For three-dimensional analysis, there are beam and truss elements available. For two-dimensional analysis, there is a frame element, a slope/deflection element for beams, and a 3 to 8 node isoparametric finite element available.

After the creation of an array containing the coordinates of the joints of the system, the specification of displacement boundary conditions, the tabulation of material and section properties, the mass and stiffness matrices are formed for each structural member and placed in sequence on low speed storage along with the global equation numbers which are associated with their stiffness terms. In addition, the member force-displacement transformation matrices are formed and stored on a separate low speed storage file along with the appropriate displacement numbers.

The NIDES operation is used to specify or generate the geometry of the system. The operation BOUND specifies which joint displacements exist and assigns internal equation numbers to these displacements. Therefore, each joint may have from zero to six displacement degrees of freedom. Tables of material and section properties for the various members are loaded and printed as standard arrays of information.

A special operation, ADDSF, is used for the direct addition of element stiffnesses to form the total stiffness and diagonal mass matrix of the system. The ADDK operation may be used to add individual elements into the total system





matrices. The LOADS operation specifies the concentrated joint loads for all load conditions. After the direct solution for joint displacements due to static or dynamic loads, the member forces can be evaluated using the FORCE operation. Individual member forces can be evaluated using the MEMFRC operation. The DISPL operation is used to print the displacements in joint number order.



NODES,<sup>+</sup>M1,N1

The cards following this operation provide information for the creation of a N1 by 3 array which will contain the coordinates for all the joints in the system. Where

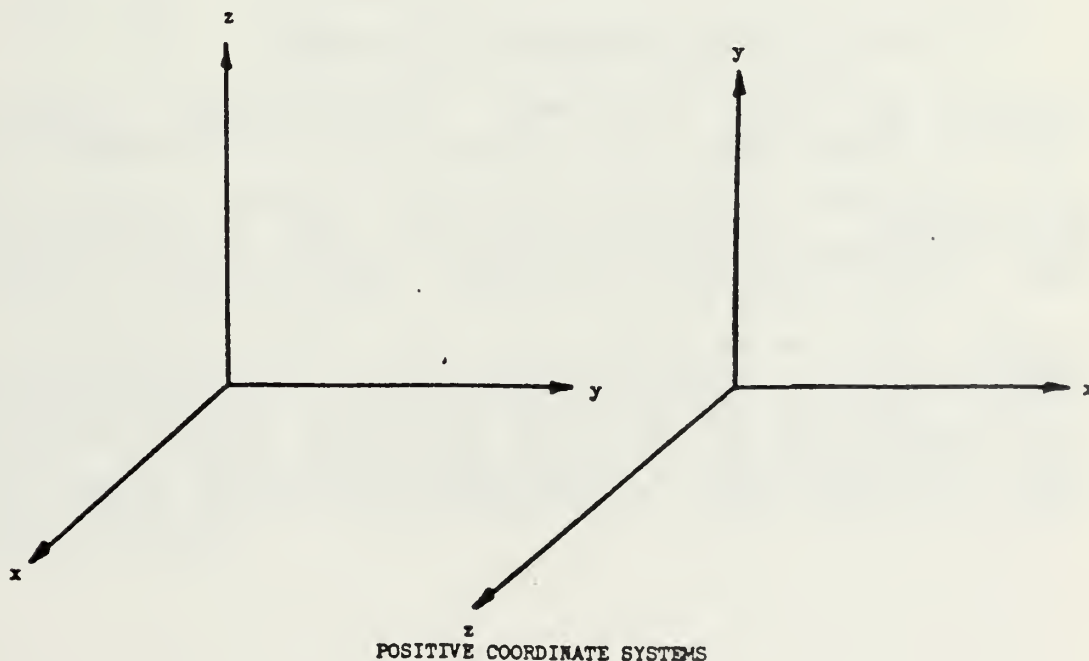
M1 = Name of new coordinate array to be loaded.

N1 = Number of joints (or nodes) in the system.

The following sequence of cards punched in a (2I5,3F10.0) format must follow this operation.

Columns	Contain
1 - 5	Node number selected by user
6 - 10	blank
11 - 20	X-coordinate
21 - 30	Y-coordinate .
31 - 40	Z-coordinate

Nodes cards may be supplied in any order; however, all nodes must be defined. If nodes are defined more than once the last definition will be used. This sequence of data must be terminated with a blank card.





BOUND,<sup>+</sup>M1

This operation specifies the displacements which are nonzero for the structural system of joints specified by the NODES operation. Where

M1 = Name of boundary condition code array to be generated.

This operation is followed by a series of cards containing the following information punched in a (8I5) format.

Columns	Contents
1 - 5	Node number for the first node in a series of nodes with identical displacement specification.
6 - 10	Node number for the last node in the series.
11 - 15	X-translation.
16 - 20	Y-translation
21 - 25	Z-translation
26 - 30	X-rotation
31 - 35	Y-rotation
36 - 40	Z-rotation
41 - 45	Node number increment used to generate Conditions for additional nodes.

A translation or rotation equals: (a) zero for zero or undefined displacements, or (b) one for nonzero displacements to be evaluated by other operations.

If a node boundary condition is not specified, all displacements at that node are assumed zero. Cards may be supplied in any order. If node boundary conditions are specified more than once, the last definition is used. This sequence of data must be terminated by a blank card.

The selection by the user of which nodes have nonzero displacements requires an understanding of the direct stiffness procedure. Displacements degrees of freedom which have no stiffness associated with the displacement must be considered to be undefined since it is not possible to develop an equilibrium equation for that direction. The total number of nonzero displacements specified will be the size of the total stiffness matrix to be defined by the ADDSF operation.



BEAM, M1, M2, M3, M4

This operation calculates the element stiffness, mass and force-displacement transformation matrices for 3-D beam members. These arrays are stored in sequence on low speed storage to be used by other operations where:

M1 is the name of the beam element group  
M2 is the name of the coordinate array  
M3 is the name of the boundary condition array  
M4 is the name of the array which contain beam properties and has been loaded by the standard matrix LOAD operation

One card for each beam in this group of beam elements must follow this operation. The beam cards are punched in (5I5) format, where

Columns	Contain
1 - 5	Beam identification number
6 - 10	Node number I
11 - 15	Node number J
16 - 20	Node number K
21 - 25	Beam property number NP

This sequence of cards must be terminated with a blank card.

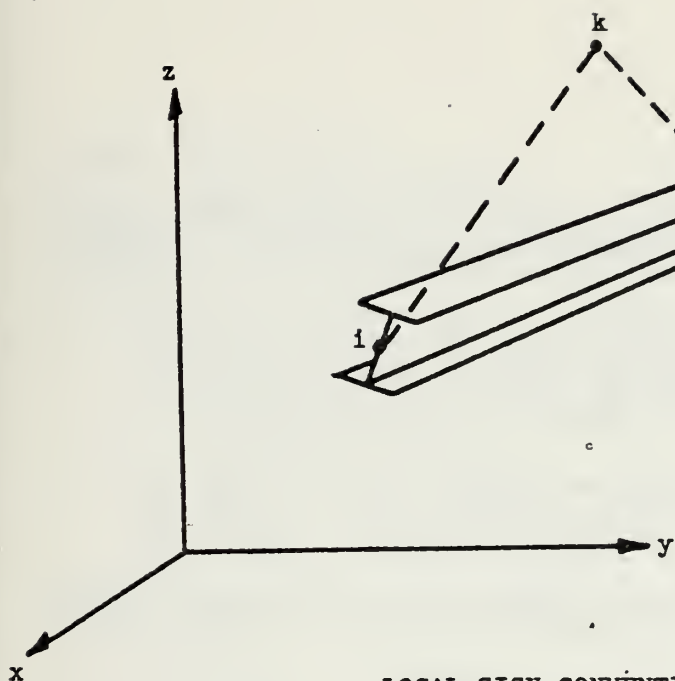
The material and geometric properties for each element are give in the M4 array in the following order:

M4 (NP, 1) = Axial area of member, A  
M4 (NP, 2) = Torsional Moment of Inertia, J  
M4 (NP, 3) = Moment of Inertia about axis 2, I  
M4 (NP, 4) = Moment of Inertia about axis 3, I  
M4 (NP, 5) = Modulus of Elasticity, E  
M4 (NP, 6) = Shear Modulus, G  
M4 (NP, 7) = Mass per unit length of beam

where NP is the specific material property number specified in columns 21 - 25 of the beam card. The local sign convention is given in the following figure.

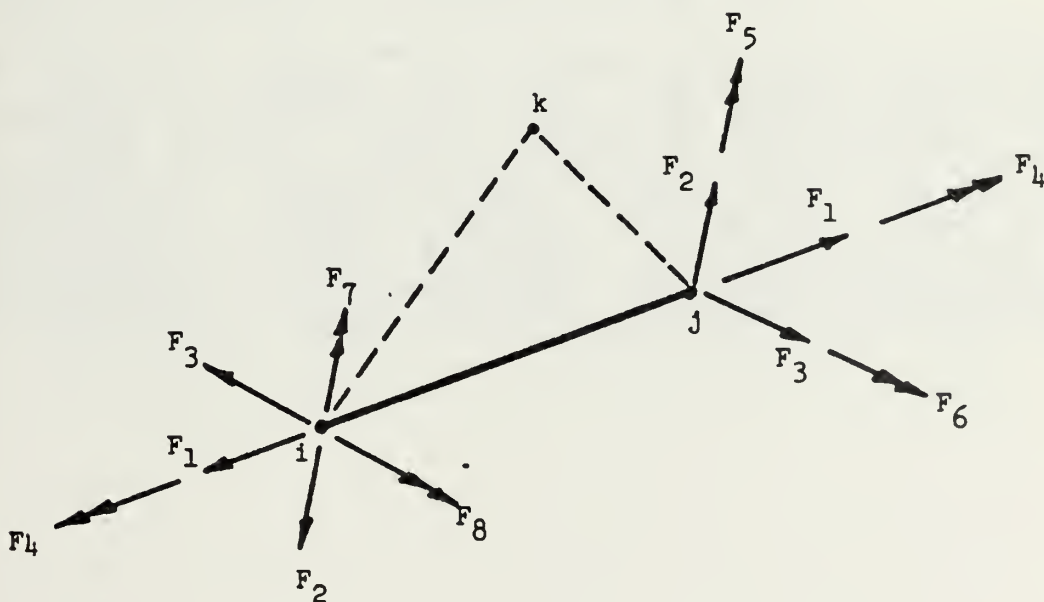






local beam reference system.  
 Axes 1 and 2 are in the  
 plane defined by plane  
 i, j and k nodes. Axis 1  
 is defined by line i-j.  
 Axis 3 is perpendicular  
 the i, j, k plane.

LOCAL SIGN CONVENTION



DEFINITION OF POSITIVE BEAM FORCES



TRUSS,<sup>+</sup>M1,M2,M3,M4

This operation forms the element stiffness, mass and force-displacement transformation matrices for 3-D truss members. The arrays are stored on low speed storage in sequence and will be used by other structural operations.

M1 is the name of this groups of truss members  
M2 is the name of the coordinate array  
M3 is the name of the boundary condition array  
M4 is an NP by 3 array of section properties in which NP is the number of different section properties and

M4 (NP,1) = the cross-section area, A  
M4 (NP,2) = the Modulus of Elasticity, E  
M4 (NP,3) = the mass per unit length of the member  
This matrix can be loaded by the matrix load operation.

This operation is followed by one card per truss member in (4I5) format with the following information:

Columns	Content
1 - 5	Truss member identification number
6 - 10	Joint number I
11 - 15	Joint number J
16 - 20	Section property number, NP

This operation must be terminated by a blank card.

-----  
LOADI,<sup>+</sup>M1,N1,N2,N3,N4 or LOADI,<sup>+</sup>M1,N1,N2,,N4 or  
LOADI,M1,N1,N2,N3 or LOADI,M1,N1,N2

This operation will load an integer array named M1 which has N1 rows and N2 columns. The terms of the array are punched in row-wise sequence on data cards which follow this operation. If N3 is zero or blank, the data must be punched in (16I5) format. If N3 is nonzero, an additional card containing the format of the data cards must follow this operation and precede the data cards. N4 is optional but note that an extra comma must be used in place of N3 if the user does not supply a format. The matrix M1 will be printed in partitioned form with N4 columns per partition. Lines have (N4 + 1)\*5 characters. N4 defaults to 20 causing 125 characters to print per line. The user is cautioned not to overcome the capacity of the printing device in use.



PLANE,<sup>+</sup>M1,12,M3,M4,N1,N2

This operation calculates the element stiffness, mass and stress-displacement transformation matrices for 3 to 8 node isoparametric elements. (Y-Z plane only). These arrays are stored in sequence as a group on low speed storage to be used later by other operations (i.e., ADDSF and FORCE). The arguments are defined as

M1 is the user defined name of the element group  
M2 is the name of the joint coordinate array  
M3 is the name of the boundary condition array  
M4 is the name of the array which contains the material properties of the elements (one row per different material) where

M4 (NP,1) = Modulus of Elasticity, E  
M4 (NP,2) = Poissons Ratio,  $\nu$   
M4 (NP,3) = Thickness of the element  
M4 (NP,4) = Mass density of the element  
NP is the material identification number

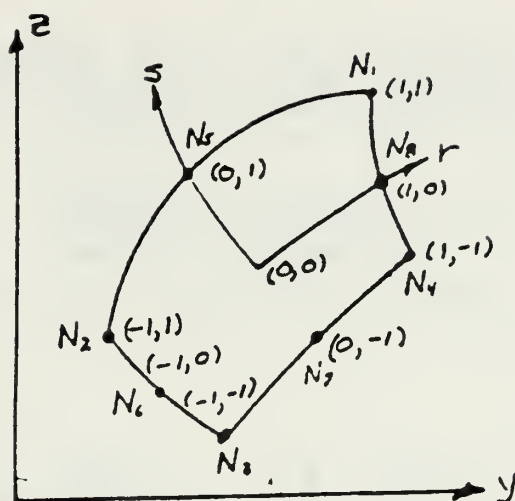
N1 and N2 are the number of integration points in the r and s directions respectively.

One card for each 3 to 8 node element in the group must follow the operation card. The card is punched in a (10)I5,6F5.0 format and contains the following information:

Columns	Contain
1 - 5	element identification number
6 - 10	Node number N1
11 - 15	Node number N2
16 - 20	Node number N3
21 - 25	Node number N4
26 - 30	Node number N5
31 - 35	Node number N6
36 - 40	Node number N7
41 - 45	Node number N8
46 - 50	Material identification number, NP
51 - 55	Natural coordinate of stress output r1
56 - 60	Natural coordinate of stress output s1
61 - 65	Natural coordinate of stress output r2
66 - 70	Natural coordinate of stress output s2
71 - 75	Natural coordinate of stress output r3
76 - 80	Natural coordinate of stress output s3

N4 through N8 are optional. The midside nodes, if present, must be within center half of side. The local numbering system for the element is shown in the following figure.





### ISOPARAMETRIC ELEMENT

Stresses will be printed by the FORCE operation at the three points defined in columns 51 through 80. The forces are defined as follows:

$$\begin{bmatrix} F_1 \\ F_2 \\ F_3 \\ F_4 \\ F_5 \\ F_6 \\ F_7 \\ F_8 \\ F_9 \end{bmatrix} = \begin{bmatrix} \tau_{xx}^{(1)} \\ \tau_{yy}^{(1)} \\ \tau_{xy}^{(1)} \\ \tau_{xx}^{(2)} \\ \tau_{yy}^{(2)} \\ \tau_{xy}^{(2)} \\ \tau_{xx}^{(3)} \\ \tau_{yy}^{(3)} \\ \tau_{xy}^{(3)} \end{bmatrix}$$



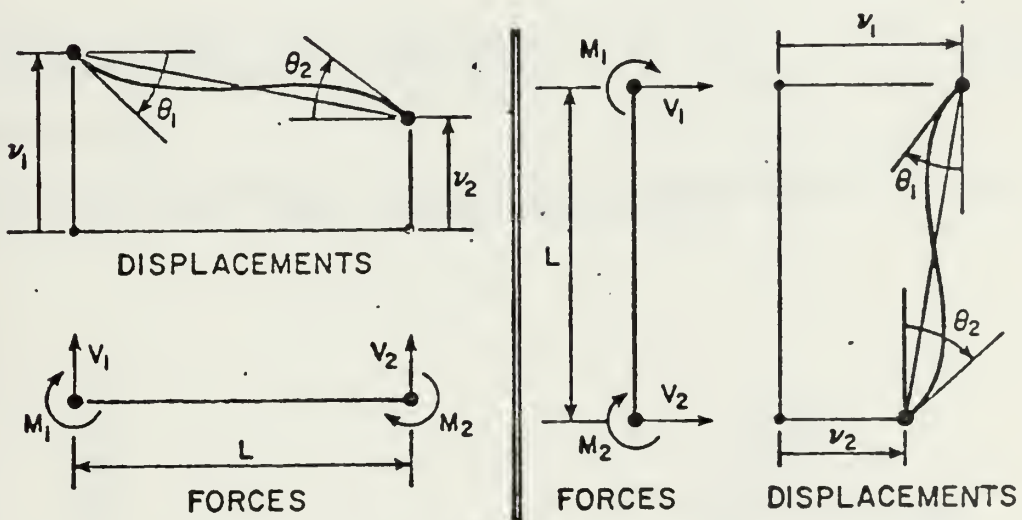


# SLOPE, $\theta$ M1

This operation forms a 4 x 4 stiffness matrix, M1 for a beam or column member from the classical slope-deflection equations. The properties of the member are defined on one card immediately following the operation. This second card is punched in a (3F10.0) format and contains the following information:

Columns	Contain
1 - 10	Moment of Inertia, I
11 - 20	Modulus of Elasticity, E
21 - 30	Length of Member, L

The sign convention is defined as follows:



The member forces are defined in terms of joint displacements by the following slope deflection equations.

$$M_1 = \frac{EI}{L} \left[ 4\theta_1 + 2\theta_2 - \frac{6}{L} (v_1 - v_2) \right]$$

$$M_2 = \frac{EI}{L} \left[ 2\theta_1 + 4\theta_2 - \frac{6}{L} (v_1 - v_2) \right]$$

$$V_1 = -V_2 = \frac{M_1 + M_2}{L}$$



or in matrix form

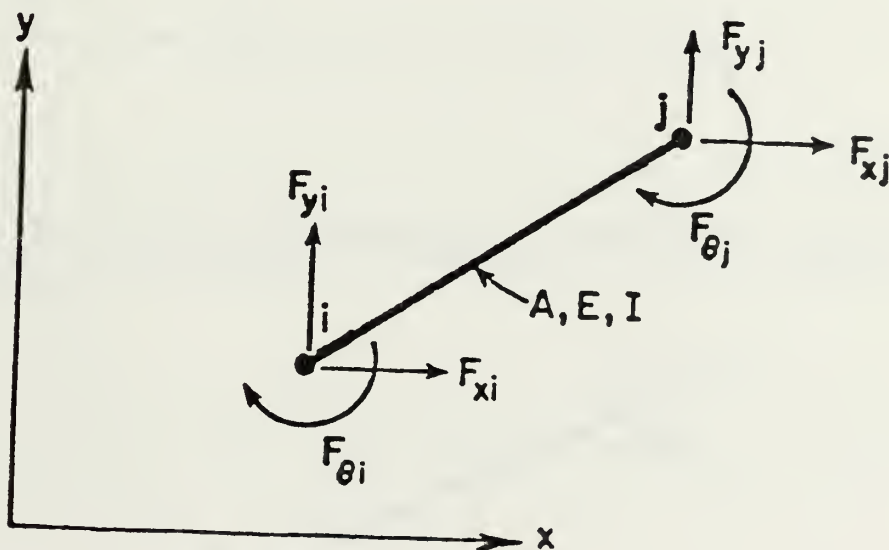
$$\begin{bmatrix} M_1 \\ M_2 \\ V_1 \\ V_2 \end{bmatrix} = \frac{EI}{L} \begin{bmatrix} 4 & 2 & -\frac{6}{L} & \frac{6}{L} \\ 2 & 4 & -\frac{6}{L} & \frac{6}{L} \\ -\frac{6}{L} & -\frac{6}{L} & \frac{12}{L^2} & -\frac{12}{L^2} \\ \frac{6}{L} & \frac{6}{L} & -\frac{12}{L^2} & \frac{12}{L^2} \end{bmatrix} \begin{bmatrix} \theta_1 \\ \theta_2 \\ \nu_1 \\ \nu_2 \end{bmatrix}$$

or symbolically  $P = K\Delta$  Where  $K$  is the 4 x 4 stiffness matrix defined by the name  $M1$ .

---

FRAME,  $\uparrow$   
 $\uparrow$   
 $M1, M2$

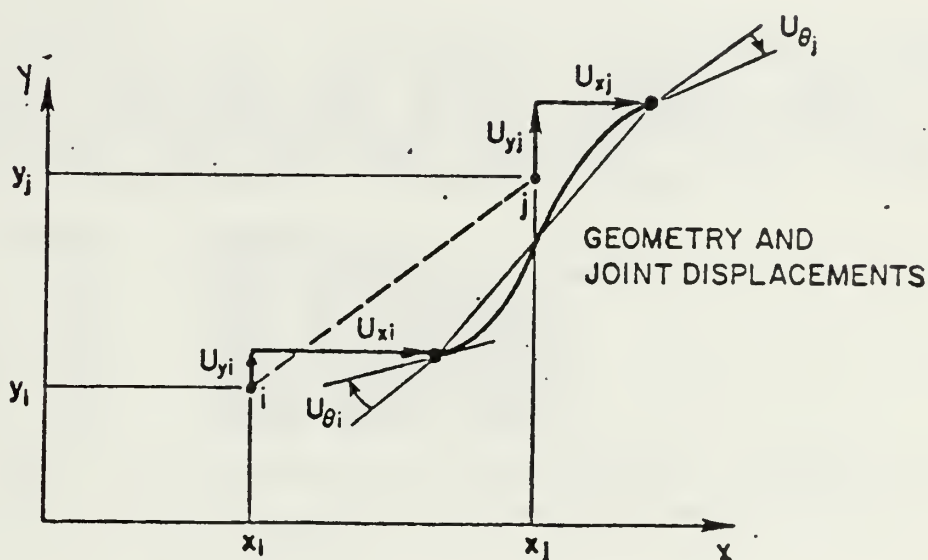
This operation forms the 6 x 6 stiffness matrix  $M1$  for the two-dimensional frame member shown below.



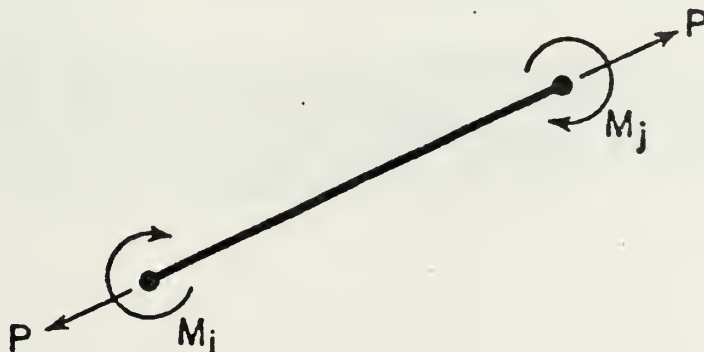


The properties of the member are defined on one card immediately following the FRAME operation card. This second card is punched in a (8P10.0) format and contains the following information:

Columns	Contain
1 - 10	Axial area, A
11 - 20	Modulus of Elasticity, E
21 - 30	Moment of Inertia, I
31 - 40	$X_i$
41 - 50	$Y_i$
51 - 60	$X_j$
61 - 70	$Y_j$



M2 is a 3 x 6 force-displacement transformation matrix which is based on the positive definition of the element forces shown below.





These forces can be calculated from the following matrix equation, with the MEMFRC operation.

$$\begin{bmatrix} M_i \\ M_j \\ P \end{bmatrix} = \underline{M2} \begin{bmatrix} U_{xi} \\ U_{yi} \\ U_{zi} \\ U_{xj} \\ U_{yj} \\ U_{zj} \end{bmatrix}$$

-----  
LOADS,<sup>+</sup>M1,M2,N1

This operation forms a load matrix named M1 of N1 columns (N1 load conditions) where M2 is the name of the boundary condition array generated by the operation BOUND. This operation is followed by a series of cards - one for each loaded joint for each load condition. These cards are punched in (2I5,6F10.0) format as follows:

Columns	Contain
1 - 5	Joint number
6 - 10	Load condition number
11 - 20	Load in X-direction
21 - 30	Load in Y-direction
31 - 40	Load in Z-direction
41 - 50	Moment about X-axis
51 - 60	Moment about Y-axis
61 - 70	Moment about Z-axis

This series of cards must be terminated by a blank card.

-----  
ADDSF,<sup>+</sup>M1 or ADDSF,<sup>+</sup>M1,<sup>+</sup>M2

This operation forms the total stiffness matrix named M1 and a lumped mass matrix named M2 for the structural system from the element stiffness and mass matrices which are stored on low speed storage. These matrices can be printed with the PRINT operation. If M2 is not specified, the row mass matrix M2 will not be formed.

-----  
ADDK,<sup>-</sup>M1,M2,M3,N1

This operation adds the element stiffness matrix named M2 to the total stiffness matrix named M1, where M1 was previously defined and initially set to zero. M3 is the name of the integer array in which the column number N1 contains the row or column numbers in the total stiffness matrix where the element stiffness terms are to be added.





-----  
MEMFRC,M1,M2,M3,M4,N1

This operation multiplies the element stiffness matrix named M1 by the joint displacement matrix named M2. M3 is the name of the integer array in which the column number N1 contains the row numbers in the displacement matrix, M2, which are to be multiplied by the element stiffness (or force-displacement) matrix, M1. The results of this multiplication are stored in the array named M4.

-----  
DISPL,M1,M2

This operation prints the displacement named M1 in joint sequence order, where M2 is the name of the boundary condition array.

-----  
FORCE,M1,M2,M3 or FORCE,M1;M2

This operation calculates the member forces for a group of elements in which

M1 is the name of the element group

M2 is the displacement matrix

M3 is the name of the matrix in which the forces are stored in the order calculated. If this array is not specified, the element forces will be printed only and will not be retained in storage. For the TRUSS element, only the member axial force, F, will be calculated for each member. For the BEAM element, eight forces will be printed with reference to the positive definition shown in the BEAM operation.



### C. DYNAMIC ANALYSIS OPERATIONS

The following operations were designed to evaluate the dynamic response of structures subjected to arbitrary time-dependent loads. If these operations are used in connection with the standard matrix operations and the structural analysis operation, a dynamic analysis is a relatively simple procedure. The user has the option of using the mode superposition method or a direct step-by-step integration of the dynamic equations of motion. The user may examine the spectra of both input loading and calculated displacements. In addition, the contributions of the individual modes may be evaluated and compared.

The most common and convenient form for time-dependent data to be specified is as straight line segments between given time points. Therefore, an operation which generates values at equal intervals is necessary. Another common characteristic of time-varying loads on structures is that it is normally possible to represent the loads at all points on the structure by the product of two matrices, a column matrix indicating the spacial distribution of loads times a row matrix which indicates the values as a function of various times. If a more complicated loading is required, it is possible to perform more analyses, each within the restrictions of the program, and then add the results of each analysis.

The following operations have been added for the major purpose of performing dynamic analysis.

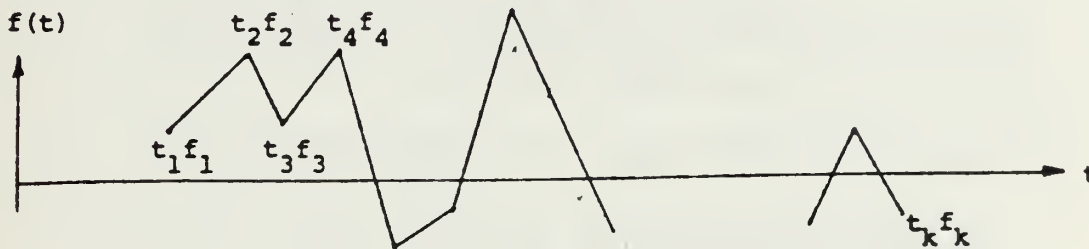


PUNG, M1, M2, M3, N1, N2

This operation generates a matrix named M2 which contains values at equal intervals of the function specified in the array named M1. The array M1 must be a 2 by k array of the form:

$$M1 = \begin{bmatrix} t_1 & t_2 & t_3 & \dots & t_k \\ f_1 & f_2 & f_3 & \dots & f_k \end{bmatrix}$$

which numerically represents a function of the form shown below:



The time interval  $\Delta t$  is specified in the 1 x 1 matrix named M3. N1 specifies the total number of values to be generated, and is the number of columns in M2. If N2 = 0, the array M2 will be a 1 x N1 row matrix in which the first value will be  $f_1$ . If N2 = 1, the array M2 will be a 2 x N1 matrix of the following form:

$$M2 = \begin{bmatrix} t_1 & t_1 + \Delta t & t_1 + 2\Delta t & \dots & t_1 + (N1-1)\Delta t \\ f_1 & f(t_1 + \Delta t) & f(t_1 + 2\Delta t) & \dots & f(t_1 + (N1-1)\Delta t) \end{bmatrix}$$



STEP,  $\bar{M1}$ ,  $\bar{M2}$ ,  $\bar{M3}$ ,  $\bar{M4}$ ,  $\bar{M5}$ ,  $\bar{M6}$ ,  $\bar{M7}$ ,  $\bar{M8}$ ,  $\bar{N1}$ ,  $\bar{N2}$

This operation calculates the dynamic response of a structural system using direct step-by-step integration of the following linear matrix equation of motion:

$$\ddot{\underline{U}} + \underline{C}\dot{\underline{U}} + \underline{K}\underline{U} = \underline{R}(t) = \underline{PF}(t)$$

Where

M1 is the name of the N x N stiffness matrix K  
M2 is the name of the N x N mass matrix M  
M3 is the name of the N x N damping matrix C  
M4 is the name of the N x 3 initial condition matrix U in which:

U {I,1} is a vector of displacements U  
U {I,2} is a vector of velocities  $\dot{U}$   
U {I,3} is a vector of accelerations  $\ddot{U}$   
M5 is the name of the N x N2 matrix of calculated displacements in which column "i" represents the displacements at time  $i \cdot N1 \cdot \Delta t$   
M6 is the name of the N x 1 load distribution matrix P  
M7 is the name of the 1 x k row matrix representing the load multipliers at equal time increments P, where  $k = N2/N1$   
M8 is the name of the 1 x 1 matrix containing  $\Delta t$   
N1 is the output interval for the displacements  
N2 is the total number of displacement vectors to be calculated.

The total time for which results will be calculated by this operation is  $N1 \cdot N2 \cdot \Delta t$ . This operation must be followed with one data card in (3F10.0) format containing the following information:

Columns	Contain
1 - 10	DELTA
11 - 20	ALPHA
21 - 30	THETA

Different values of delta, alpha and theta will allow the user to select different methods of step-by-step integration. The following table lists some possibilities:

	DELTA	ALPHA	THETA
Newmarks Average Acceleration	1/2	1/4	1.0
Linear Acceleration	1/2	1/6	1.0
Wilson's Theta Method (low damping)	1/2	1/6	1.42
Wilson's Theta Method (high damping)	1/2	1/6	2.0





EIGEN,  $\bar{M}1, \bar{M}2, \bar{M}3, N1$

This operation solves the following eigenvalue problem:

$$K\phi = M\phi\lambda$$

In which the  $N \times N$ , symmetric, positive-semidefinite matrix  $K$  is named  $M1$ . The matrix  $M$  is a diagonal matrix of nonzero, positive, terms designated by  $M3$ . The matrix  $M3$  must be a row or column matrix containing only the diagonal terms of  $M$ . The eigenvalues,  $\lambda$ , are stored in matrix  $M3$ . The eigenvalues are ordered in numerically increasing order and the eigenvectors,  $\phi$ , are stored in the corresponding columns of the matrix  $M2$ . The number  $N1$  specifies the approximate number of significant figures of the eigenvalues. If  $N1$  is zero or blank, 4 figure accuracy will be used. The maximum accuracy possible is 16 figures. The use of more than 12 figure accuracy is not recommended.

The program reduces the problem to standard eigenvalue form by the following transformation

where

$$K^* = m^t K m$$

$$I = m^t M m$$

in which

$$m_i = 1/\sqrt{M_{ii}}$$

The calculated mode shapes,  $\phi$ , are normalized as follows:

$$\phi^t M \phi = I \quad \phi^t K \phi = \lambda$$

The program uses the standard Jacobi diagonalization method to solve for all eigen values and eigenvectors.



DYNAM, M1, M2, M3, M4, M5, M6, N1

This operation evaluates the following set of uncoupled second order differential equations associated with the mode superposition method for the dynamic analysis of a structural system.

$$\ddot{x}_i + 2\lambda_i \omega_i \dot{x}_i + \omega_i^2 x_i = P_i(t) \quad i = 1 \text{ to } N \text{ nodes}$$

M1 is the name of a row or column matrix which contains the N terms (frequencies in rad/sec). M2 is the name of a row or column matrix which contains the N  $\lambda_i$  terms (ratio of modal damping to critical damping).

The generalized time-varying forces  $P_i(t)$  are not specified directly but are evaluated from more fundamental information. The forces for all modes are evaluated at specific times by the program from the following matrix equation:

$$P = p * f = M3 * M4$$

In which p is a specified N x 1 vector named M3, and f is a 1 x N1 row matrix which will be generated from the 2 by k array named M4. The array M4 is the same form as the input array described under the operation FUNG. It is not necessary to use FUNG before the DYNAM operation.

M5 is the name of the N x N1 array which contains the generalized displacement  $X_i(t)$ .

M6 is the name of the 1 x 1 array which contains the time increment associated with the generalized displacements.

N1 is the number of displacements to be generated.

The method of integration used is exact for straight line segments.



## PLOT, M1, N1

This operation will prepare a printer plot of selective rows of the matrix named M1. N1 is the number of rows of M1 which will be plotted by this operation. This operation is followed by N1 cards in (1A1, I4) format with the following information:

Columns	Contain
1	Plot symbol - any keypunch symbol
2 - 5	Row number to be plotted

The program automatically searches the information to be plotted for the maximum and minimum values. The difference in these numbers divided by 120 spaces is selected as the plot scale.



#### D. LOOPING OPERATIONS

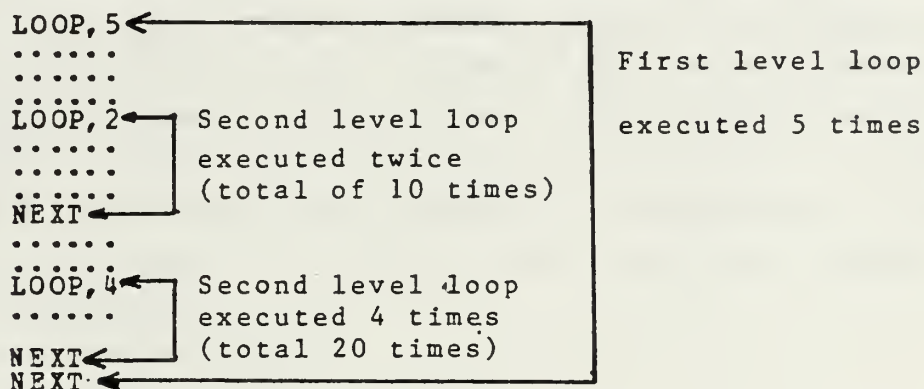
CAL has a five level looping ability. The first operation is LOOP and the last operation is NEXT. Operations withing CAL are normally executed as they are encountered. If the operation requires data, the data cards follow the operation card. In the case of looping, however, all operation cards from the first LOOP card to the last NEXT card are stored within the computer before they are executed; therefore, if operations within the loops require data, the data cards must be supplied in the order required after the last NEXT operation. If an error is encountered while executing in a loop, the entire matrix of loop commands is deleted and the user is given the opportunity to try again. Matrices that have been modified by operations successfully completed while in the loop remain modified. After all loops are executed the computer storage required for these operations is automatically released by the program. The looping operations are:





-----  
LOOP, N1

N1 is the number of times the loop is to be executed. Associated with each LOOP operation there must be a corresponding NEXT operation which signifies the end of the loop and the return of the control to the beginning of the loop. The following is a possible series of looping operations.



data for all operations within all loops

-----  
NEXT, M1 or NEXT

The operation NEXT signifies the end of a loop. It is apparent which LOOP and NEXT cards are associated if there are an equal number of each. The operation NEXT, M1 will cause the loop to terminate if the first term in the matrix named M1 is negative.

-----  
SKIP, M1, N1

This operation will cause the skip of the next N1 operations if the first term in the matrix named M1 is negative. This level of looping.

-----  
E. USER DEFINED OPERATIONS

USERA and USERB

These names are reserved for operations to be defined and programmed by the user. In order to program these operations it is necessary to understand the internal organization of CAL. Chapter III contains details.



## V. LARGE PROBLEMS

CAL is designed as an educational tool. It does not take advantage of banding and symmetry in matrix storage. Larger problems can be solved by increasing the dimension of the L array but a general purpose program that makes maximum advantage of out-of-core storage and takes advantage of banding and symmetry for in-core matrix storage is probably a better choice. With the above disclaimer, to increase problem size capability, increase the dimension of the L array and change the value of MAX to the new dimension size in the following:

```
C-----MAIN PROGRAM
C-----SET PROGRAM CAPACITY
COMMON NTOT,NDP,L(6000)
MTOT=5000
NDP=2
CALL SETIME
CALL CAL1
STOP
END
```

SETIME is an OS routine to initialize the CPU timer and should not be used for CP/CMS programs. With the dimension of the L array as above, the program currently executes in 144k bytes for OS and 256k bytes for CP/CMS. The region necessary for execution will increase about eight times the increase in the L array.



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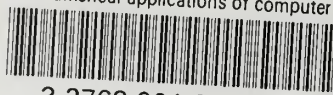
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